COSC 122: Computer Fluency

Survey Results (N=99): Year of Study

Other
1.0%
Year 4
10.1%
Year 3
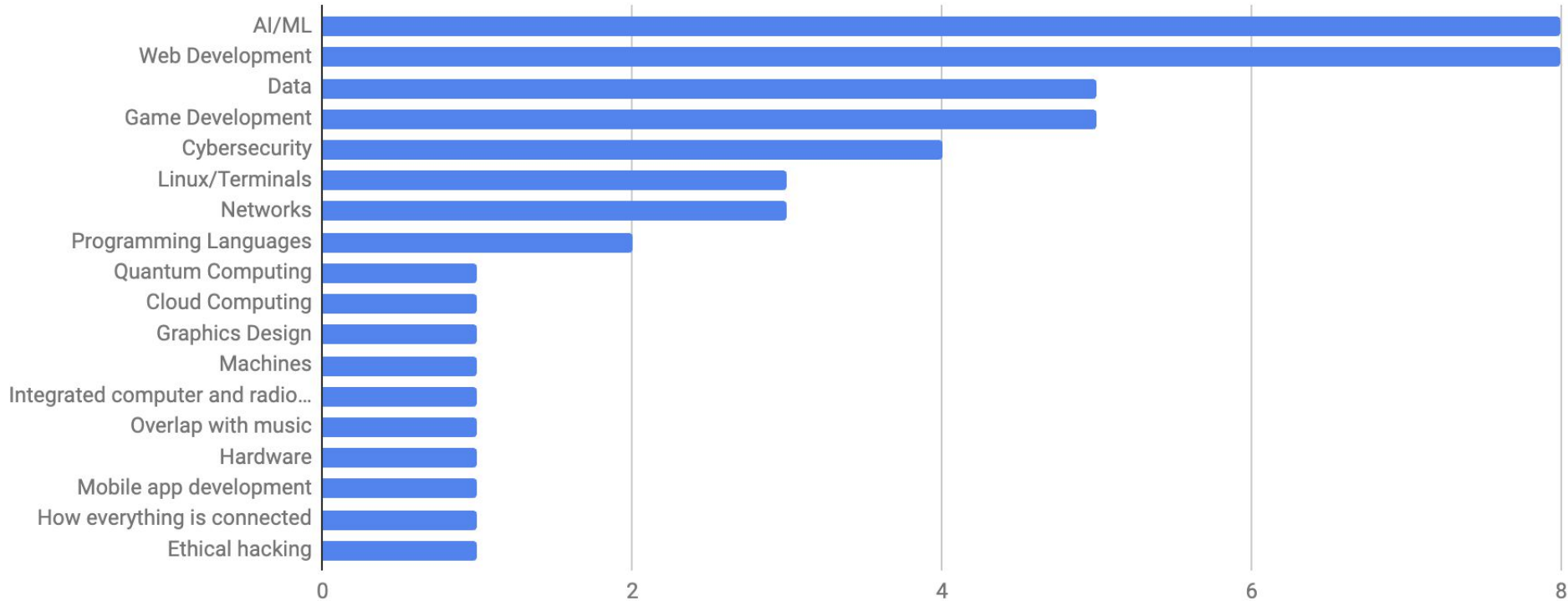18.2%
Year 2
23.2%
Year 1
47.5%
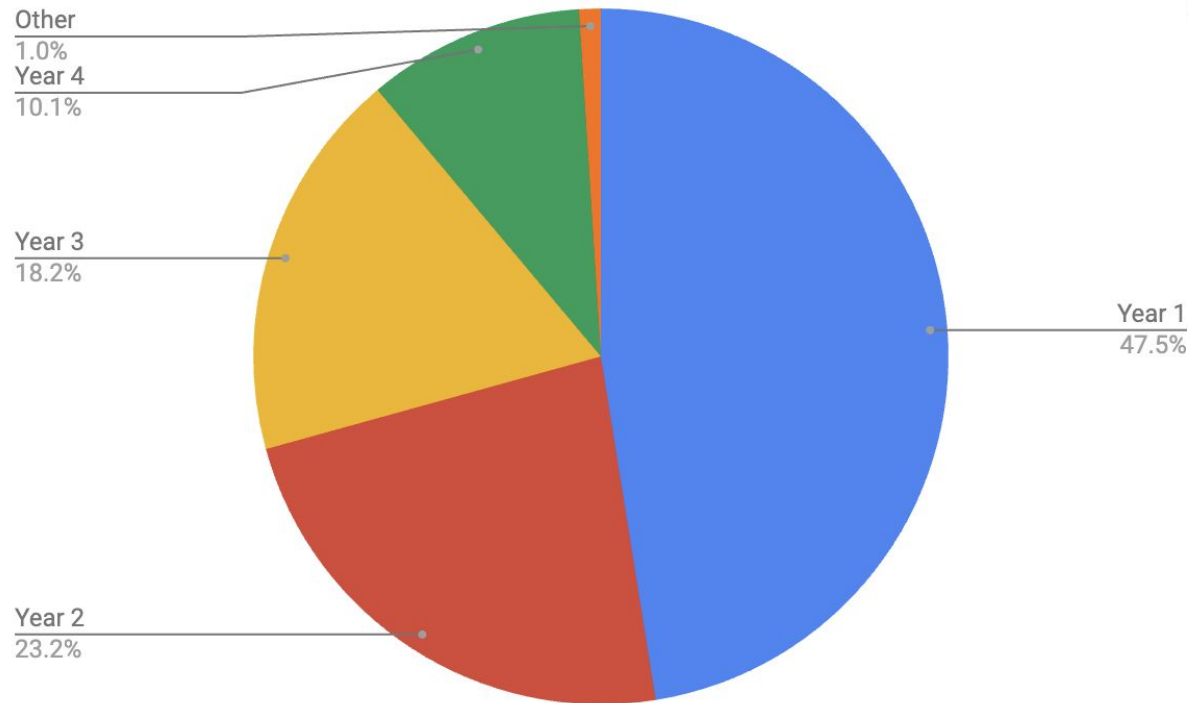
Survey Results (N=99): Major
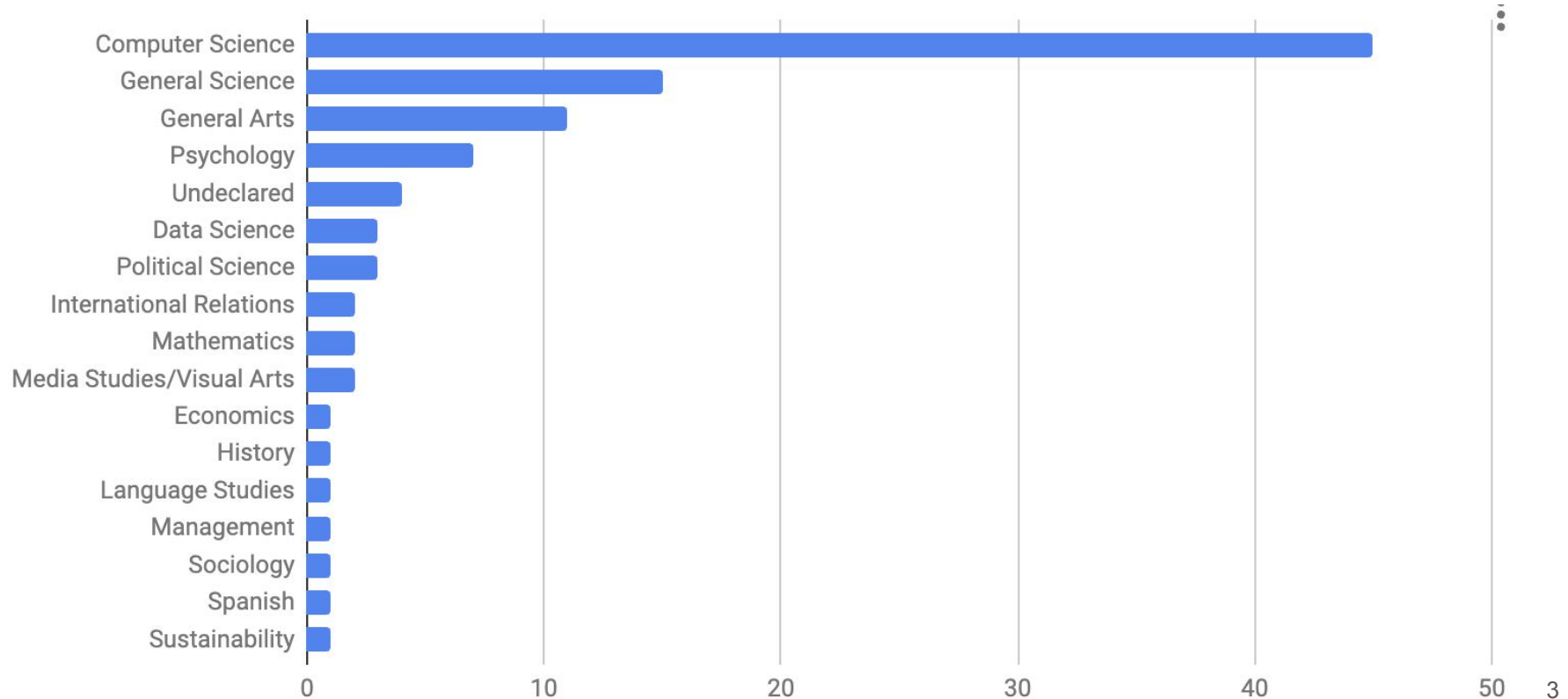
Survey Results (N=99): Topics of Interest

Forming Groups

- Goal: Mix students with different backgrounds and experience
- Students from different majors go to 4 different parts of the classroom

Forming Groups
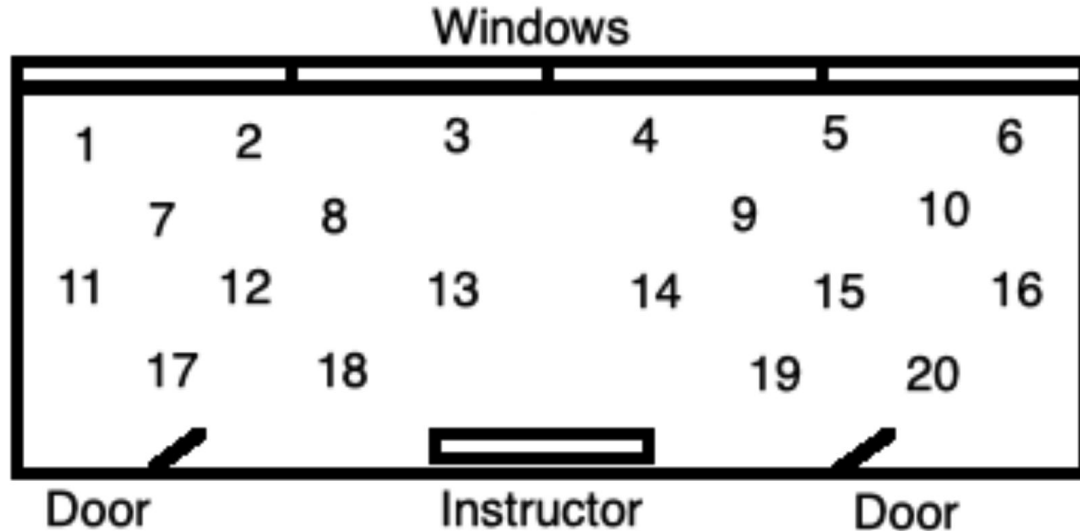
- Goal: Mix students with different backgrounds and experience
- Students from different majors go to 4 different parts of the classroom
- You will be given a number (1-20): Remember your number

Forming Groups

- Goal: Mix students with different backgrounds and experience
- Students from different majors go to 4 different parts of the classroom
- You will be given a number (1-20): Remember your number
- Get your stuff and sit in your group (Fridays only)

Windows

| 1 | 2 | 3 | 4 | 5 | 6 |

| 7 | 8 | | 9 | 10 |

| 11 | 12 | 13 | 14 | 15 | 16 |

| 17 | 18 | | 19 | 20 |

Door   Instructor   Door

Connection before Content

- Take 1 minute to reflect and identify 3 things you look forward to this year
- Share 1 of those items with rest of your group
- Follow-up discussion:
    - Did you come up with something similar?
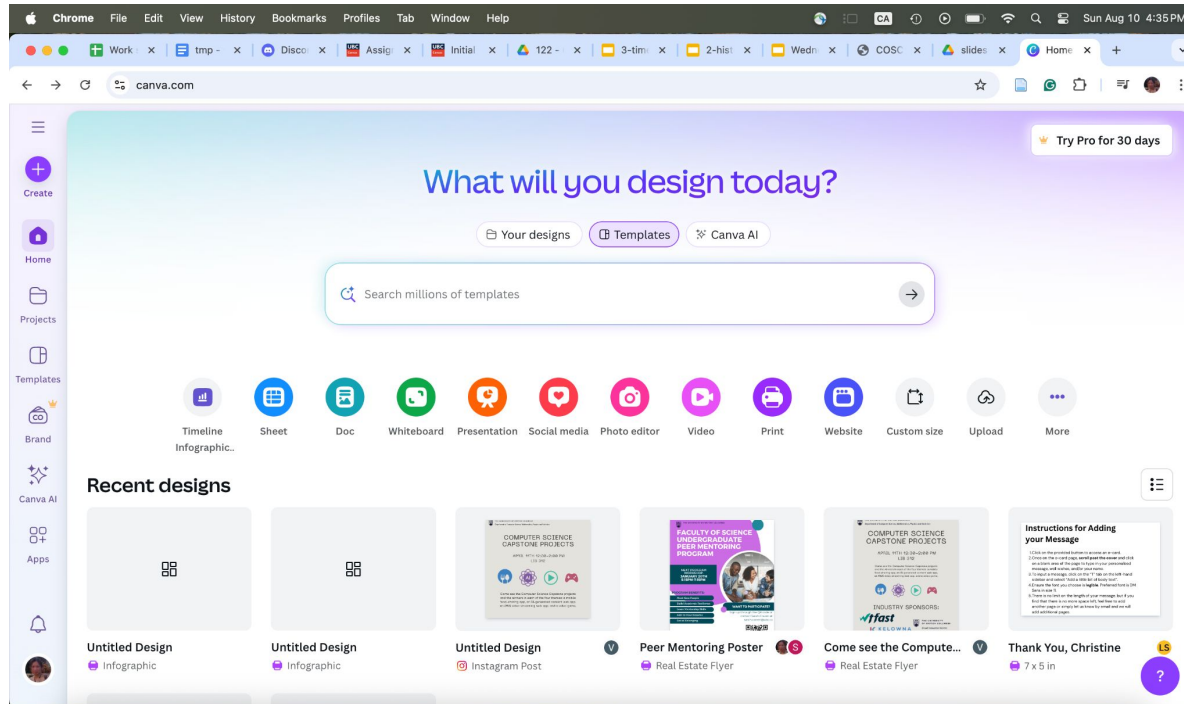   - Are you curious about what was said?
    - etc.

In-Class Activity #1

- Pick historical computing events
  - See details in later slide

- Create an infographic to make a timeline for those events
  - Find a free online tool to build timeline collaboratively
  - Example: Canva.com – create free account

- Submit completed timeline on Canvas
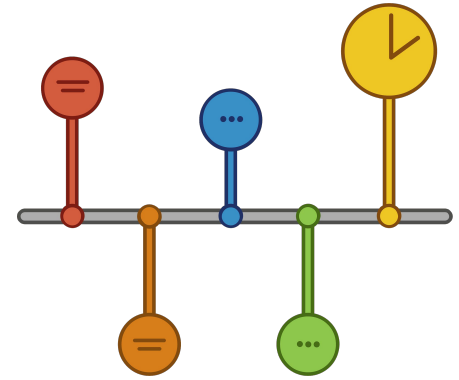
Getting Started on Canva
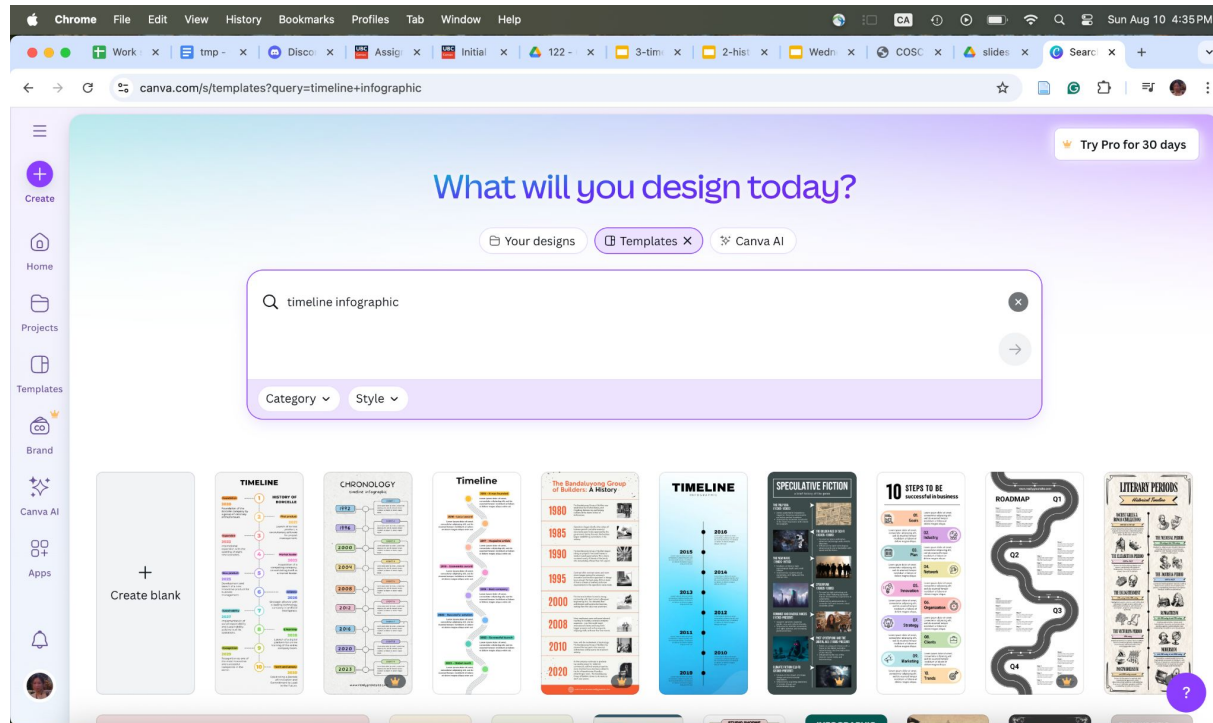
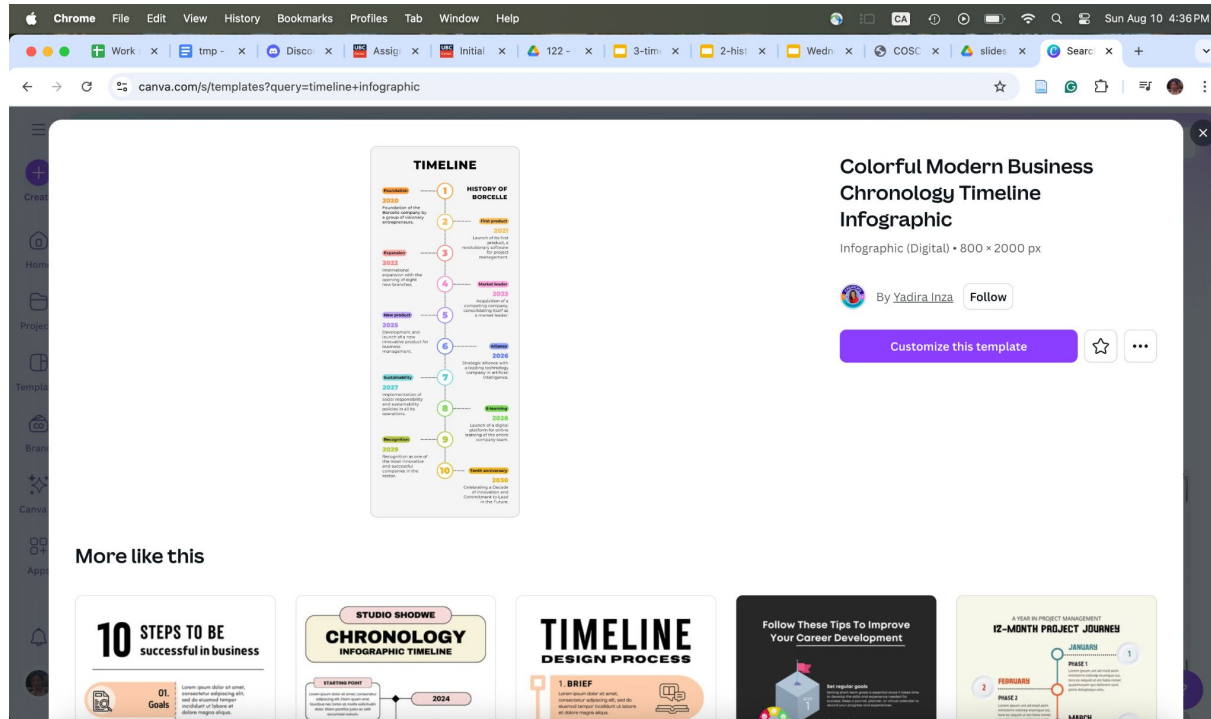- Go to canva.com

Getting Started on Canva
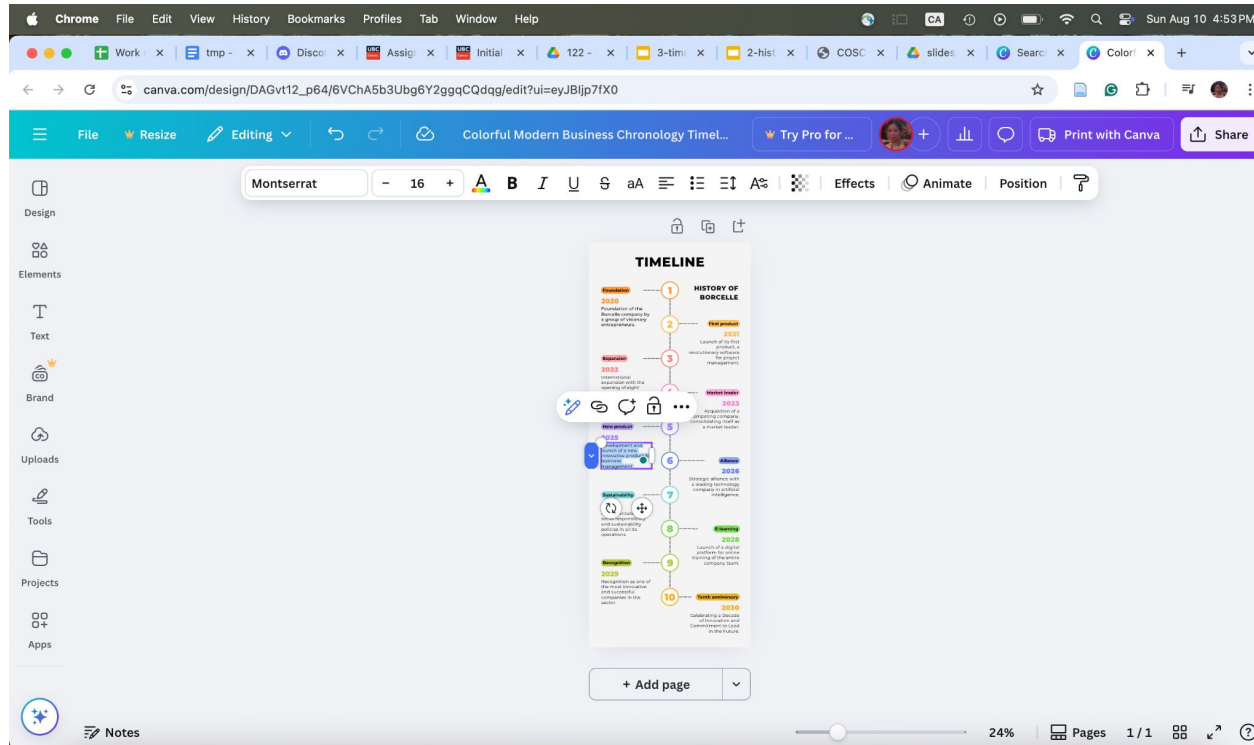
-   Search "timeline infographic"

Getting Started on Canva

- Select template to customize

Getting Started on Canva

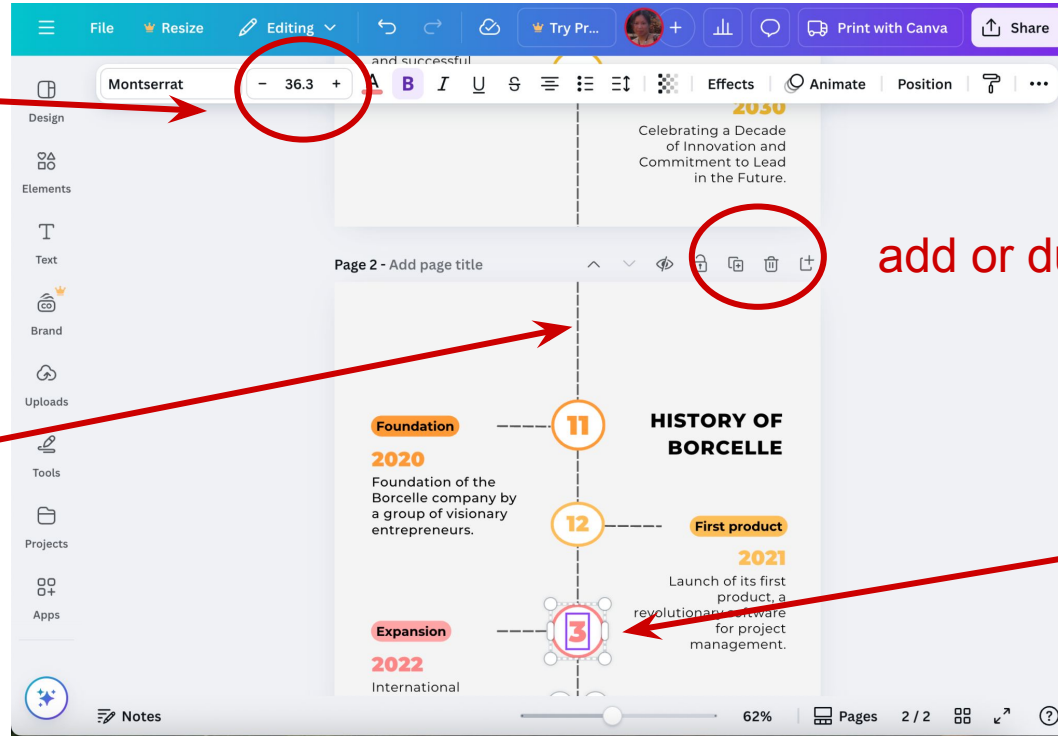- Click to edit content

Getting Started on Canva

-   Extending to multiple pages

change font size

add or duplicate page

drag line

click to change number

What and When?

Definition + Year Invented

- The Abacus
- Google
- Personal computer
- iPhone
- Leibniz's stepped reckoner
- Ubiquitous computing
- The Turing machine
- Computers using transistors
- The Bombe (encryption)
- Amazon
- ARPANET
- Pascal's pascaline
- Central Processing Unit
- Yahoo!
- Internet of Things

- Internet
- ENIAC (required rewiring)
- Babbage's difference engine
- Graphical user interface
- Hollerith's automated solution
- Social computing
- Assembly
- World Wide Web
- Computers using vacuum tube
- Palm Pilot
- Mobile computing
- Babbage's analytical engine
- ChatGPT
- FORTRAN
- Lovelace's first algorithm

When You Are Done

- Ensure all 30 things/events:
    - Have a year of invention (maybe over multiple years)
    - Have a definition describing the object or business and what it is known for
    - Are listed in chronological order

- Double-check each other's work
- Add team number and everyone's names onto the image (no student numbers needed)
- Share → Download as PDF document
- Submit timeline to group activity on Canvas

ASK ME!