THE
UNIVERSITY
OF RHODE ISLAND

CSC101 - Intro to Computing & AI

Spring 2026 | Section 1 | 4 Credits

Instructor:	TBD
Office Location:	Tyler Hall
Phone:	(401) 874-2801
Email:	TBD
Class Days/Times:	Blended Learning Format Lecture: Online asynchronous on Brightspace, https://brightspace.uri.edu/ Lab: Monday 2:00 PM - 2:50 PM
Office Hours:	TBD
Course Material:	Weekly lessons including readings, videos, discussions and assignment instructions will be posted on the course site in Brightspace
Textbook:	CuraCourse Intro to Computing & AI
Prerequisites:	None
Gen Ed Categories:	B3, B4

COURSE DESCRIPTION:

Introduction to the technology of computing, AI, and digital innovation for all majors. Hands-on experience with programming, data, cybersecurity, and AI through projects exploring the impact of computing on society. (Lec. 3, Lab. 1/Blended) (B3)(B4) Not open to students who have credit in any college-level computer science course, or to computer science majors.

Time Commitment

Note that this is a four credit course so please expect to spend approximately 12 hours per week on this course as indicated in the university manual.

COURSE OUTCOMES:

By the end of this course, students will be able to:

1. Describe basic technology used in artificial intelligence and machine learning.
2. Perform basic computer programming to solve simple problems.
3. Describe the structure and function of the Internet, and securing information.
4. Design and develop computing artifacts (images, videos, websites, etc).
5. Perform basic collection, analyzing, and visualization of data, to address real problems and inform decisions.
6. Evaluate the ethical, cultural, and social impacts of computing innovations on society.
7. Communicate the impact of computing through multimedia formats.
8. Use AI tools effectively and responsibly to enhance learning outcomes and support problem solving.

LEARNING RESOURCES:

All required readings are available online from the CuraCourse textbook and/or from the course Brightspace site.

Required Materials & Equipment

Computer access to the Internet is required in order to successfully navigate this course. The course is delivered primarily through the Brightspace learning management platform. Recommended browsers include Google Chrome, Safari, and Firefox. Internet Explorer is not recommended.

Chrome is the supported Internet browser for completing course content and is the only required software install (if you don't already have it).

Access to a microphone (built-in or external) to record assignment video components is required. Access to speakers and/or headphones is also required to listen to videos.

Online Software

This course requires the use of several free online software programs. The privacy policies for these are below:

- Google (access to all Google products including Google Drive, Google Sites, Google Search, etc.): Privacy Policy | Accessibility Statement
- Youtube: Policy and Safety | Accessibility Features
- Canva: Privacy Policy | Terms of Use
- Khan Academy: Privacy Policy | Accessibility Statement
- Code.org: Privacy Policy | Terms of Service
- AI Chatbot of your choosing (LibreChat, ChatGPT, Claude, Gemini, Copilot, etc.)
- CuraCourse: Privacy Policy | Terms of Service

CLASSROOM PROTOCOL:

For this blended course, the lab will meet in-person on the designated day and time. The remainder of the course is conducted “online” where Brightspace is our “classroom”. Please refer to the Brightspace Getting Started - Course Information module for detailed information on how this course will run in Brightspace, which tools you will need, and how to use those tools.

In the online learning environment, “attendance” is measured by your PRESENCE in the site as well as your CONTRIBUTIONS to the site. The importance of regular log-ins and active participation cannot be overstated. Your participation will be measured by your regular, on-time

forum postings and responses, timely assignment submissions, and completion of course material.

Course Format:

This is a blended in-person/online course that requires you to have access to a computer and reliable Internet connection. The course involves the use of videos, readings, assignments, and discussions that are organized into weekly lessons accessed from the course site in Brightspace.

ASSIGNMENTS & GRADING POLICIES:

The final course grade will be calculated using the following categories. All assignments, discussions, and the final project will be submitted through the course site in Brightspace.

Graded Items:

Assignments	50%
Discussions	10%
Final Project	20%
Final Exam (in-person)	20%

Description of Assignments:

- **Discussions (10%):**
  - There will be approximately 13 weekly required discussions.
  - Discussion prompts will be posted in each lesson for you to respond to by a certain deadline.
  - Your posts should be thoughtful, substantive, and demonstrate that you understand the material.

- **Assignments (50%):**
  - There will be approximately 13 assignments.
  - Assignments consist of short answer responses, guided online activities, and creating original artifacts.
  - Assignments will typically be posted on Fridays and due by 11:59 PM the Monday 10 days after the release date.
  - Assignments will be accepted up to 3 days past the due date with a 5% late penalty each day.

- **Final Project (20%):**
    - You will propose a final project topic that addresses the impact of a computing innovation on society.
    - You will use information literacy skills to research the topic and create relevant artifacts throughout the semester based on your project topic.
    - As the final course assignment, you will present your research and analysis in both web and multimedia forms.

- **Final Exam (20%):**
    - You will take a cumulative in-person exam during your designated final exam slot.
    - You will be provided study guidance based on course learning objectives.

Grade Scale:

Students will be assigned the following final letter grades, based on calculations from the graded items above.

A	A-	B+	B	B-	C+	C	C-	D+	D	D-	F
94-100	90-93	87-89	83-86	80-82	77-79	73-76	70-72	67-69	63-66	60-62	0-59

Grading Questions:

Feedback and grades on submitted assignments will be provided within approximately 1 week of the submission deadline on the assignment.

Student grades will be regularly posted in Brightspace. Questions on grading should be made in writing (email is acceptable) to the TA within 1 week of receiving the grade. If the question cannot be resolved with the TA, the question should be made in writing to the instructor. Students have 1 week from the time the grade is posted to challenge the grade. After 1 week, these grades become "frozen" and cannot be challenged.

Assignment re-submissions are not permitted beyond the due date.

Late Policy

Assignments must be submitted in Brightspace, in the correct format, by 11:59pm of the due date (unless otherwise specified). If you need an extension on an assignment’s due date, you must request it from your TA or Instructor well in advance of the due date.

No assignment will be accepted more than three days late without a valid excuse. *A computer malfunction or Internet connectivity issues are not a valid excuse.* Save work regularly, and maintain backups. If you lose Internet connection, you are expected to find an alternate source (extreme circumstances are handled on a case by case basis).

1 day late	5% of total assignment points
2 days late	10% of total assignment points
3 days late	15% of total assignment points
4 + days late	Assignment will not be accepted

The late penalty policy applies to assignments only, not the final project; *late final projects will not be accepted without a valid excuse.*

GETTING HELP IN THIS COURSE:

- Post questions on the General Discussion or Assignment Questions topics located on the course Discussions page in Brightspace.
- Consult Generative AI tools as a tutor to help further explain concepts or clarify instructions.
- Attend regularly scheduled virtual help hours as posted in the course on Brightspace.
- Email your Instructor with course related questions after attempting the help methods above.

SYLLABUS STATEMENTS:

Scan this QR code to access the URI syllabus statements, including detailed information on:

- Academic Integrity
- Mental Health and Wellness
- Anti-Bias Statement
- Disability, Access, and Inclusion Services for Students
- Academic Enhancement Center
- And more!

COURSE SCHEDULE:

* Each topic is a lesson on the course site that includes learning objectives, readings, videos, discussions, and assignments.

Computing, AI, & Society	**Start**	**Due**
Week 0: How Tech is Changing the World Material: ● Computer Science is Changing Everything Video ● Problem Solving with AI Video ● Code.org AI Foundations (L1) Assignments: ● Intro to Computing & AI ● Discussion #0 - Learner Introductions	1/21	1/26
Week 1: What is AI, Really? Material: ● How AI Works Video ● What is Machine Learning Video ● How Neural Networks Work Video ● How Computer Vision Works Video ● Training Data & Bias Video Assignments: ● AI Foundations ● Discussion #1	1/23	2/2
Week 2: Can AI Think Like Us? Material: ● How Chatbots and Large Language Models Work Video ● Essential Elements of Effective AI Prompts Video ● Code.org AI Foundations (L 2-8) tutorial with integrated video, readings, exercises. Assignments: ● Problem Solving with AI ● Discussion #2	1/30	2/9
Week 3: Build with AI - Intelligent Creations Material: ● AI Creativity and Imagination Video ● Code.org AI Foundations (L 9-12) tutorial with integrated video, readings, exercises. Assignments: ● Creating with AI ● Discussion #3	2/6	2/17
Creative Programming	**Start**	**Due**
Week 4: Coding Basics - Speak the Language of Computers! Material: Assignments:	2/13	2/23

● Code.org Foundations of Programming (L 2-7) tutorial with integrated video, readings, exercises. ● Foundations of Programming ● Discussion #4		
Week 5: Code that Solves Real Problems Material: ● Code.org Foundations of Programming (L 8-12) tutorial with integrated video, readings, exercises. Assignments: ● Problem Solving w/ Programming ● Discussion #5	2/20	3/2
Week 6: Create Something that Works - Your Programming Showcase Material: ● Code.org Foundations of Programming (L 13) tutorial with integrated video, readings, exercises. Assignments: ● Programming Project ● Discussion #6	2/27	3/9
Cybersecurity & Global Impacts	**Start**	**Due**
Week 7: How the Internet Works Material: ● What is the Internet? Video ● Code.org "The Internet" Video Series ● The Digital Divide Reading Assignments: ● The Internet ● Discussion #7	3/6	3/23
Week 8: Staying Safe in a Connected World Material: ● Cybersecurity Video ● PII (Personally Identifiable Information) Reading ● Phishing Attacks Reading ● Strong Passwords Video Assignments: ● Cybersecurity ● Discussion #8	3/13	3/30
Week 9: A Look at Emerging Technologies Material: ● Emerging Technologies Video ● Cybersecurity, Data, and AI Readings Assignments: ● Case Study ● Discussion #9	3/27	4/6
Data & Storytelling	**Start**	**Due**
Week 10: Where Does Data Come From?	4/3	4/13

Material: ● What is Data? Video ● Dear Data exercise	Assignments: ● Data Exploration & Collection ● Discussion #10	
Week 11: Turning Numbers into Meaning	4/10	4/20
Material: ● Big Data & Data Tools Reading ● Data and Medicine Video ● Cleaning Data Reading	Assignments: ● Data Analysis ● Discussion #11	
Weeks 12: Tell a Story with Data	4/17	4/27
Material: ● How to Design Charts and Graphs Reading ● The Art of Data Visualization Video ● Telling Stories with Data Video ● What is an Infographic Reading	Assignments: ● Data Visualization ● Discussion #12	
Final Project & Exam	**Start**	**Due**
Week 13: The Impact of Computing Innovations on Society	4/24	4/4
Material: ● Final Project Description Video ● Final exam study guide	Assignments: ● Final Project: Computing Innovations ● Final Exam (meets in-person; date TBD)	