



SYLLABUS

COLLEGE OF COMPUTING AND SOFTWARE ENGINEERING
SOFTWARE ENGINEERING AND GAME DEVELOPMENT
CSE 1300: INTRODUCTION TO COMPUTING PRINCIPLES
SPRING 2020

Course Information

Class meeting time:

Monday, Wednesday, and Friday from 10:10 a.m. to 11:00 a.m.

Modality and Location:

Face to Face course; Prillaman Health Sciences, Room 1000, Kennesaw Campus

Instructor Information

Name: Kaleigh Kendrick, M.S.
Email: kkendri3@kennesaw.edu
Office Location: J-353D, Marietta Campus
Office phone: (470) 578-5618 (this is NOT a good way to reach me)
Office Hours: see the FYE website

Preferred method of communication:

Email is the best and easiest way to reach me. When you email me, please include the CRN number for this course (13208) and the course number (CSE 1300) in the subject line.
NOTE: I will only respond to emails sent from your KSU student email address—not through D2L or from personal email accounts.

I do my very best to respond to emails within 24 hours on weekdays when classes are in session. If you do not receive a response within 24 hours, please resend the email. It is possible that it got buried in my inbox or simply never made it there.

If you send me an email on days when classes are not in session (weekends and holidays), please do not expect a response until the end of the next weekday when classes are in session.
NOTE: Emails received after 5 p.m. on Fridays will not be answered until the following weekday that classes are in session.

Course Description

This course is an introductory computing principles course. Instruction centers on an overview of the history, scope, and impact of computing as well as critical, algorithmic, and computational thinking on problem decomposition and fundamental programming concepts.

Course Materials

Required Texts:

zyBooks 1300: Introduction to Computing Principles (digital code)

This textbook is available on the publisher's website. Follow the instructions below.

1. Sign in or create an account at learn.zybooks.com
2. Enter the zyBook code (see D2L for the code)
3. Subscribe

All other course materials will be provided to students free of charge via D2L.

NOTE: 10% of your grade is earned by completing activities in zyBooks. These activities can only be completed if you have an access code. The first of these activities is due on Sunday, January 19.

Technology requirements:

To be successful in this course, you must have access to a computer equipped with Internet access, Microsoft Office, and either Google Chrome or Mozilla Firefox browser. Internet Explorer is not an acceptable browser for the work in this course.

You must possess basic computer skills, including the ability to navigate the Internet using your preferred browser (above), basic Microsoft Word and Microsoft PowerPoint functions, access D2L, and send/receive email using your KSU student email address. For training on KSUMail, please refer to the UITS website. No prior programming experience is required.

Learning Outcomes

Students who successfully complete this course will be able to:

Synthesize how software has influenced innovations in other fields and helped people, organizations, and society to solve problems.

Use computational thinking to ask questions and find different ways to solve problems.

Design a solution to a program as an algorithm and convert the algorithm into a procedural program.

Describe the differences between computing disciplines and identify possible job opportunities in the computing field.

Course Requirements and Assignments

Quizzes – 10% of your final grade (NOTE: quizzes are evenly weighted)

Some units include a quiz. Details on these quizzes, including deadlines, will be provided via announcement in D2L. You can take a quiz as many times as you like prior to the deadline. The system will take your highest attempt and use it as your grade.

Activities – 10% of your final grade

Some units include activities (specifically, the units on HTML & CSS, Java part 1, and Java part 2). Details on these activities, including deadlines, will be provided via announcement in D2L. All activities must be submitted using via repl.it classroom (links provided in D2L). Assignments marked LATE by repl.it will not be accepted. When you sign up for your repl.it classroom accounts, you must use your KSU email address and use your name AS IT APPEARS IN THE D2L GRADEBOOK in order to receive credit.

zyBooks Assignments – 10% of your final grade (NOTE: assignments are evenly weighted)

The zyBook digital textbook is an interactive text that provides immediate feedback so that you know the areas that you need to spend the most time reviewing. All zyBook assignments are submitted inside the text automatically as you complete the work. In order for points to be graded, the work must be completed prior to the deadline. When you sign up for your zyBooks account, you must use your KSU email address and use your name AS IT APPEARS IN THE D2L GRADEBOOK in order to receive credit.

zyBooks Assignment	Point Value	Deadline
Abstraction and Logic Gates	135	Sunday, January 19 at 11:59 p.m.
HTML & CSS	240	Sunday, January 26 at 11:59 p.m.
Hardware and the Internet	172	Sunday, February 2 at 11:59 p.m.
Computational Thinking	184	Sunday, February 9 at 11:59 p.m.
Introducing Java	106	Sunday, February 16 at 11:59 p.m.
Data Types and Operators	257	Sunday, February 16 at 11:59 p.m.
Conditional Statements	246	Sunday, February 22 at 11:59 p.m.
Repetition Statements	140	Sunday, March 8 at 11:59 p.m.
Arrays	44	Sunday, April 19 at 11:59 p.m.

Projects (40% of your final grade)

There will be 3 individual projects this semester. Information about each will be distributed on D2L. You will also be participating in a group project this semester. Rubrics will be provided in advance of the deadline via D2L. 20% of your group project grade will be in the form of a peer evaluation.

Project	Where to Submit	Deadline
Individual Project 1: HTML & CSS	repl.it HTML classroom	Sunday, February 16 at 11:59 p.m.
Individual Project 2: Computing Career Profile	D2L	Sunday, March 8 at 11:59 p.m.
Group Project: Computing in Society	D2L	Sunday, March 15 at 11:59 p.m.
Individual Project 3: Java	repl.it Java classroom	Sunday, April 26 at 11:59 p.m.

Exams – 30% of your final grade (NOTE: exams are evenly weighted)

Exams for this class will be given on paper. Please bring a pen and your photo ID (KSU ID or driver's license). Exams will be graded and returned using Gradescope. Information on Gradescope is available in D2L and on the [FYE website](#).

Midterm Exam

The midterm exam focuses on material from the following modules:

- Abstraction and Logic Gates
- HTML & CSS
- Hardware and the Internet
- Computational Thinking
- Java, part 1

A study guide will be furnished the Friday prior to the exam in the form of a list of topic for you to focus your studies on.

It is NOT a multiple choice exam—questions will be fill in the blank, short answer, etc. You will be expected to convert binary values to decimal values (and vice versa) by hand. Calculators are not permitted. You will also be expected to know basic HTML, CSS, and Java syntax for the exam. Coding answers must be syntactically correct in order for students to receive full credit.

Final Exam

The midterm exam focuses on material from the following modules:

- Computing History
- Computing in Society
- Java, part 2

It may also cover material from earlier in the term at the discretion of the instructor.

A study guide will be furnished the Friday prior to the exam in the form of a list of topic for you to focus your studies on.

It is NOT a multiple choice exam—questions will be fill in the blank, short answer, etc. You will be expected to evaluate code snippets and/or write code by hand (in pseudocode and/or Java syntax). Coding answers must be syntactically correct in order for students to receive full credit.

Evaluation and Grading Policies

Assignments will be graded for correction and completeness, as per the grading rubrics in D2L. Final letter grades are determined using the scale provided below.

A	89.5% – 100%
B	79.5% – 89.5%
C	69.5% – 79.5%
D	59.5% – 69.5%
F	59.4% or below

Your course grade will be calculated using the following categories:

Quizzes	10%
Activities	10%
zyBooks Assignments	10%
Projects	40%
Exams	30%

Extra Credit

In the interest of fairness, all students have the same opportunities to earn credit (“extra” or otherwise) and are notified of these opportunities in advance of deadlines. I will not respond to requests for additional extra credit.

Grade Adjustments

In the interest of fairness, I do not make individual adjustments to final grades. Any adjustments will be applied across the board. I will not respond to requests to adjust, or “round up”, your grades.

Grade Clarifications

For exams, regrade requests must be submitted via Gradescope (1 request per question you’d like reviewed). All other requests must be submitted to the REGRADE REQUEST folder under the Assignments tab in D2L. Please see the FYE policy on Grade Clarifications for more information.

Course Policies

Attendance Policy

The FYE program tracks attendance using Arkaive (www.arkaive.com). Your attendance is not calculated as part of your course grade. It is, however, used to award extra credit. Please see the FYE policy page for more information.

Because attendance is counted as extra credit and not as part of your actual grade, I do not excuse absences for any reason.

It is the student's responsibility to be marked present before each class is over. I will not adjust your attendance after class ends.

Electronics/Cell Phone Policy

The use of electronic devices will be limited to note-taking unless a class activity specifically requires the use of an electronic device. In particular, watching videos (television shows, movies, YouTube, etc.) and/or playing video games in class is not permissible.

If you are using an electronic device in my classroom for anything other than the current classwork you may be asked to step outside until you are ready to participate in class

Cell phones should be on silent and put away. If you need to take a call or send a text, please excuse yourself from the classroom. This is college. We all have busy lives, and you are free to handle whatever may arise (without disrupting class).

If you are on your cell phone for any reason you will be asked to put the device away or step outside until you are ready to participate in class.

Late Work/Make-Up Assignments

Late work will not be accepted. If you have unforeseeable, documented circumstances that prevent you from completing an assignment (a lengthy hospitalization, family emergency, military orders, or similar), you must see me as soon as possible to discuss the situation. If you must miss an exam due to a documented, legitimate reason (as above) a make-up exam will be administered.

It is your responsibility to coordinate late work submission/make-up exams in a timely fashion. Make-up exams must be scheduled within one week of the original date of the exam.

Netiquette

You are expected to be courteous and respectful to me, your peers, and any other members of the FYE team in digital settings as well. Students are expected to follow the Core Rules of Netiquette (<http://www.albion.com/netiquette/corerules.html>).

Tardiness

Please arrive on time. Late arrivals are disruptive. On days that students are presenting the doors will be locked after the first five minutes of class to prevent disruptions.

Department or College Policies

The First Year Experience (FYE) program was created by the College of Computing and Software Engineering to help our students succeed. This course is part of that program.

All students are expected to abide by all FYE policies. These may be found on our website (<https://ccse.kennesaw.edu/fye/policies.php>).

Institutional Policies

Federal, BOR, & KSU Course Syllabus Policies:

[http://curriculum.kennesaw.edu/resources/federal bor ksu student policies.php](http://curriculum.kennesaw.edu/resources/federal_bor_ksu_student_policies.php)

Student Resources:

[http://curriculum.kennesaw.edu/resources/ksu student resources for course syllabus.php](http://curriculum.kennesaw.edu/resources/ksu_student_resources_for_course_syllabus.php)

Academic Integrity Statement:

<http://scai.kennesaw.edu/codes.php>

KSU Student Resources

This link contains information on help and resources available to students:

[https://curriculum.kennesaw.edu/resources/ksu student resources for course syllabus.php](https://curriculum.kennesaw.edu/resources/ksu_student_resources_for_course_syllabus.php)

Course Schedule

This course schedule is subject to change. All changes will be communicated via announcement in D2L.

Week 1 (1/6 – 1/12)	Abstraction and Logic Gates
Week 2 (1/13 – 1/19)	HTML & CSS
Week 3 (1/20 – 1/26)	HTML & CSS (continued) No class on Monday – MLK Jr. holiday
Week 4 (1/27 – 2/2)	Hardware & the Internet
Week 5 (2/3 – 2/9)	Computational Thinking
Week 6 (2/10 – 2/16)	Java, part 1 Introducing Java, Data Types, & Operators Individual Project 1 due 2/16 by 11:59 p.m.
Week 7 (2/17 – 2/23)	Java, part 2 Conditional Statements Midterm exam on Monday/Tuesday of this week
Week 8 (2/24 – 3/1)	Java, part 2 Repetition Statements
Week 9 (3/2 – 3/8)	Java, part 2 Repetition Statements (continued) Individual Project 2 due 3/8 by 11:59 p.m.
Week 10 (3/9 – 3/15)	Computing History No classes Tuesday through Friday – SIGCSE conference See D2L for assignments in my absence. Group Project due 3/15 by 11:59 p.m.
Week 11 (3/16 – 3/22)	Computing & Society Group Project Presentations this week in class
Week 12 (3/23 – 3/29)	Computing & Society (continued) Group Project Presentations this week in class
Week 13 (3/30 – 4/5)	Spring Break No classes this week
Week 14 (4/6 – 4/12)	Computing & Society (Continued) Group Project Presentations this week in class
Week 15 (4/13 -4/19)	Java, part 2 Arrays
Week 16 (4/20 – 4/26)	Java Review Individual Project 3 due 4/26 by 11:59 p.m.
Week 17 (4/27)	Java Review (continued)
Final Exam	Monday, May 4 10:30 a.m. – 12:30 p.m.