

SUMMER 2013

Computer Science

Distance Education

CS 202 Section 950

On-Line Course

Introduction to Computer Science

An introduction to computers and programming using a high-level structured language including a discussion of programming constructs and data representation. Primary emphasis will be given to problem solving, algorithm design, and program development.

Prerequisites: Math 111 or equivalent (Math 108 and 109).

Structure: We will provide a series of video tapes and slides on specific topics, a weekly one-hour real-time online lecture using FUSE or other software, and class gatherings on four Saturdays (two mandatory attendances) throughout the semester. The weekly one-hour real-time lecture on the internet will provide an overview of the main topics that should be learned by the students during that week. There will be four Saturdays identified for gathering the whole class for sharing/reviewing our understanding with each other and taking tests. Each Saturday session will be from two to three hours in length with one hour assigned for the test. Each student is required to attend at least two of these gatherings and take two of the four tests. For individuals unable to attend some of the Saturday gatherings, arrangement for participation can be made using the virtual classroom software (FUSE) offered by the Center for Teaching Excellence. It is documented that a contributing factor to the success of on-line course is providing a connection between the instructor and the students. The Saturday gatherings and the virtual classroom are the attempts to foster that connection. All the videos and practice exercises and assignments will be available via D2L. A collection of other videos from the Internet covering some of the same topics will also be identified and made available to the students.