

CSE100 Fluency With Information Technology



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Fluency With Information Technology

Goal: Teach you everything you need to know to use information technology effectively throughout your life

... but information technology changes *very* rapidly, so the real goal is to make you a “life long learner” of IT

- ❖ There are three kinds of knowledge we will teach
 - Skills, such as how to use email, WWW, word processing etc.
 - Concepts, such as how computers work, how networks work etc.
 - Capabilities, such as logical reasoning, managing complexity etc.
- ❖ Projects are the key to this course -- mostly the class is doing stuff ... make a web page, solve world hunger

This may be the coolest class you ever take at UW

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CSE 100 Vocabulary

- ❖ What is “information technology”?
- ❖ Information Technology (IT) is the totality of computers, networks and communication, software, information resources etc.

There will be a huge number of new terms used in this class. They will generally be defined when they are first used, but if not ... ask! Use your whistle! The surest way to be successful in CSE100 is to understand the terminology

Factoid: “email” is the Czech word for enamel

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CSE 100 Fluency

Fluency with information technology is a new concept derived from a National Research Council study on “What everyone should know about information technology”

- ❑ The committee abbreviated “fluency with information technology” by FIT, and being fluent as FITness
- ❑ FITness replaces “computer literacy” with knowledge that has “staying power” for the rapid changes in information technology

This class is not what you need to know about IT ... it's what you need to know to learn what you need to know about IT

CSE100 is the first try at implementing the NRC's recommendations for fluency

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Class Structure

- ❖ Three lectures per week
- ❖ Two lab sections per week
- ❖ Few formal testing situations
 - + 4 short in-class quizzes
 - + Short (< 1 hour) final
- ❖ Projects and assignments are the basis for most grades ... use of “ternary system” will be common
 - “0” -- nothing turned in, incomplete, unsatisfactory
 - “1” -- satisfactory completion
 - “2” -- truly extraordinary (rare)

Attendance is essential

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Ground Rules ...

- ❖ Folding chairs must be put away after each class
- ❖ If you will be missing a class or lab, send email to [~~snyder@cs~~](mailto:snyder@cs) indicating which class you will miss and why
- ❖ Independence
 - Some assignments may permit assistance from anyone
 - Some assignments may be collaborative with classmates
 - Assignments not allowing help or specifically designed for collaboration are assumed to be your independent work

CSE uses the *Gilligan's Island Rule* for independent work

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Gilligan's Island Rule

- ❖ You may work with anyone provided you don't take a written record away from the meeting ... including notes, electronic notes, white/black board, etc.
- ❖ Indulge in at least 1/2 hour of mindless activity before doing your task ... *Gilligan's Island* is a 60s TV show that set the standard for mindlessness

The goal is to assure that the work you create uses your own brain, unassisted

- ❖ Note who you worked with on your assignment

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Break For Questionnaire

As the first FITness class ever, this is an experiment

- ❖ To help in developing the class and in assessing how successful it was (or wasn't) we are surveying you to find out what your background is and how much you know about information technology now

The drill --

Take a questionnaire *for your section*

AA -- 12:30 Lab

AB -- 1:30 Lab

Answer as completely as possible while the photos are being taken ...

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Break For Photo Op

In order to have a “starter photo” of everyone for their web page and other useful applications ...

The drill --

Go to the camera in row order, keeping backup to 2-3

Give your name

Select a prop for your picture --

Nothing

Pentium Mother Board

Husky Pup

Hold the prop close your face and smile

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Assignment 0

Assignment 0 is to help you to familiarize yourself with the basics of email and the web at UW

- For this assignment you can get help from a friend, a lab consultant or President McCormick
- Steps 1-4 of Assignment 0 are due before lab tomorrow
- Steps 5-11 of Assignment 0 is due before class on Wednesday

We ask you to get your UWNetID on your own and to learn to send email on your own because it's really easy to do (follow the instructions on the sheet or ask a friend for help), and once you have done it you will be on your way towards using IT independently

If it seems too daunting, please see Larry, Brian or Ken

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