Syllabus

WEB 3650
Fundamentals of Computer Programming
Fall Semester 2018

Instructor	**Faith Satterthwaite** **Phone**: (801) 626-7507 **E-mail**: faithsatterthwaite@weber.edu **Office**: Main Campus, EH (Elizabeth Hall) Room 375 **DO NOT contact me via Canvas. I will not get your message. PLEASE USE the email above and email me directly from your Weber Gmail account.**
Classroom	EH
Days/Time	Tue/Thu 9:30-11:20
Office Hours:	Mondays: 8:30 AM - 9:30 AM Tuesdays: 8:00 AM - 10:30 AM Fridays: 7:30 AM – 10:00 AM
Textbook	No textbook – videos and other learning material will be used.
Learning Goals (Objectives)	**Goal 1**: Understand the common principles in HCI. **Goal 2**: Understand the design life cycle. **Goal 3**: Understand current applications of HCI.

Outcomes	Design effective interaction between humans and computers through:
	1. Design
	   a. Applying known principles to a new problem
	   b. Creating an iterative process of needfinding, prototyping, evaluating, and revising
	2. Effective Interaction
	   a. Usability
	   b. Research
	   c. Change
	3. Between Humans and Computers
	   a. Designing interactions, not interfaces

Class	Class will consist of video lectures, discussions, and assignments. It is important that students: 1) Listen to / view the weekly lectures, 2) Participate in discussions, and 3) Complete assignments on time.
Homework Assignments	There will be an assignment due nearly every week. The assignments will be posted in the Course Syllabus and weekly modules on Canvas. The due date for each assignment will be the Sunday after it is assigned. **NO late assignments will be accepted.**
Exams	There will be no exams for this course. Projects will be used in lieu of examinations.
Grading Structure	<table><tr><td></td><td>**Percentage**</td></tr><tr><td>Assignments/Participation</td><td>70%</td></tr><tr><td>Projects</td><td>30%</td></tr><tr><td>**Total Possible**</td><td>**100%**</td></tr></table>

Extra Credit	Extra credit will not be offered in this class.
Accommodations for Disabilities	Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in room 181 of the Student Services Center.
Course Fees	Course fees for the Computer Science major are designed to cover the costs of lab equipment maintenance and replacement including desktop and server computer systems and software; consumable materials and supplies; and support for lab aides, student tutors, and online instructional resources.
Academic Honesty	***CS policy dictates that any verifiable evidence of student academic cheating, as defined and determined by the instructor, will result in: 1) an automatic failing grade for the class and 2) a report to the Dean of Students that will include the student's name and a description of the student's dishonest conduct.*** Academic dishonesty will not be tolerated in this class. There are no circumstances that would allow for cheating. Students are expected to maintain the highest standard of academic honesty in this class – such standards of integrity and academic ethics will carry through your careers. The WSU Student Code clarifies cheating, which includes, but is not limited to: 1. Copying from another student's test; 2. Using materials during a test not authorized by the person giving the test; 3. Collaborating with any other person during a test without authorization; 4. Knowingly obtaining, using, buying, selling, transporting, or soliciting in whole or in part the contents of any test without authorization of the appropriate University official 5. Bribing any other person to obtain any test; 6. Soliciting or receiving unauthorized information about any test; 7. Substituting for another student or permitting any other person to substitute for oneself to take a test. Plagiarism, which is the unacknowledged (uncited) use of any other person's or group's ideas or work. This includes purchased or borrowed papers; Collusion, which is the unauthorized collaboration with another person in preparing work offered for credit; Falsification, which is the intentional and unauthorized altering or inventing of any information or citation in an academic exercise, activity, or record-keeping process; Giving, selling, or receiving unauthorized course or test information; Using any unauthorized resource or aid in the preparation or completion of any course work, exercise, or activity; Infringing on the copyright law of the United States which prohibits the making of reproductions of copyrighted material except under certain specified conditions.
Allocated Time	This is a four-credit hour class. You should expect to spend two or three hours of study time per week for each credit hour of a university course. Computer science and programming classes typically require study time in the upper range.
"I REALLY, REALLY NEED TO PASS" Policy	The best and most effective way to pass this class is to submit assignments and class-work on time, read the material, and take notes. If you complete and submit all assignments and class work on time, you should have no trouble passing this class. If you approach me at any time, asking for a special allowance to be made, and have not submitted all assignments and class work on time then, in the words of the great Gandalf the Grey, "You shall not pass!" The curriculum in this class has been carefully designed to fit the number of weeks in this course. In order to assure the academic integrity and rigor of this course, student grades must be founded on the degree to which the course requirements are fulfilled.

Grading Structure:				
	Total Grade >= 94%	*A*	*74% <=Total Grade >77%*	*C*
	90% <=Total Grade >94%	*A-*	*70% <=Total Grade >74%*	*C-*
	87% <=Total Grade >90%	*B+*	*67% <=Total Grade >70%*	*D+*
	84% <=Total Grade >87%	*B*	*64% <=Total Grade >67%*	*D*
	80% <=Total Grade >84%	*B-*	*60% <=Total Grade >64%*	*D-*
	77% <=Total Grade >80%	*C+*	*Total Grade <60%*	*E*
	Incompletes can be given only in extraordinary circumstances.			

Class Schedule and Course Outline

See online Canvas class for assignment schedule and course outline.