

LAGUARDIA COMMUNITY COLLEGE
CITY UNIVERSITY OF NEW YORK
CSF101: First Year Seminar for Computer Science
3hours, 2 Credits

Course Information

	Hours	Day, Time	Room
Lecture	2	Monday 1- 3:15PM	C721
Studio	1	Monday 3:25-4:25PM	B121

Course Number and Credit – CSF101. 2 Credits.

Course Description

First Year Seminar is for all new students intending to major in computer science. This course is intended to coach first-year students into making a smooth transition from High School to LaGuardia Community College and to give them an insight into computer science. Students taking this course will learn the skills needed to acclimate to campus culture, develop a clear understanding of the learning process, and acquire the skills and habits of mind essential to an informed study of the discipline.

Performance Objectives

Upon completion of this course students should:

1. Define fundamental knowledge, key concepts and required habits of mind to the field of computer science (Inquiry and Problem Solving, Integrative Learning)
2. Explain ethical concepts, code of conduct, (moral) values for a professional computer scientist (Inquiry and Problem Solving, Integrative Learning).
3. Identify the written, oral and digital communication skills necessary for both college and professional success.
4. Compare and contrast college policies and resources.
5. Identify primary resources of academic support (including the advising team), enabling them to create individualized academic plans (Inquiry and Problem Solving).
6. Analyze global developments in computer science (Inquiry and Problem Solving, Integrative Learning). Interpret academic/time management strategies necessary for academic success.

7. Describe the importance of co-curricular activities in deepening learning through engagement with faculty, staff and peers (Integrative Learning).
8. Interpret diversity at LaGuardia and describe the cultural skills necessary for success in the computer science field (Global Learning and Integrative Learning).

Instructional Objectives

1. Introduce fundamental concepts and habits of mind germane to the field of computer science.
2. Familiarize students with the ethical concepts, code of conduct and values expected of a professional in the field (Inquiry and Problem Solving, Integrative Learning).
3. Introduce students to the written, oral and digital communication skills required for both college and professional success.
4. Introduce students to college policies and resources.
5. Familiarize students with primary means of academic support (including their advising team), enabling them to create individualized academic plans (Inquiry and Problem Solving).
6. Introduce students to global developments in computer science (Inquiry and Problem Solving, Integrative Learning and Global Learning).
7. Introduce students to co-curricular activities enabling them to enhance their learning through engagement with faculty, staff and peers (Integrative Learning).
8. Introduce students to diversity at LaGuardia along with the cultural skills necessary for success in the computer science field (Global Learning and Integrative Learning).

Grading Guidelines

A-, A	90-100
B-, B, B+	80-89
C-, C, C+	70 – 79
D-, D, D+	60 – 69
F	Below 60
WU	Unofficial Withdrawal (Students who have stopped attending at any time before the final exam week, and did not officially withdraw will receive this grade)

For more details about the academic requirements and grading policy, see the following link:
https://www.laguardia.edu/uploadedFiles/Main_Site/Content/Academics/Catalog/PDFs/AcademicRequirementsAndPolicies.pdf

Grading Standards

CATEGORY	PERCENTAGE
Assignments/Labs/ Co-curricular activities(8 @ 6.25% each)	50%
ePortfolio Development (Design -5%, Content – 10%, Reflections – 10%)	25%
Projects (Global, Integrative, Inquiry & Problem Solving, Oral Written and Digital)	15%
Peer Review of ePortfolio	10%
Total	100%

Course Requirements

- All the students should attend **class and studio hours** regularly, on time.
- Class **attendance and participation** is essential to passing the class.
- Students should check their **LaGuardia email** regularly.
- **Participation** in class activities is very important.
- Cell phones must be **turned off/ silent, out of sight** during class.
- Students should attend **at least 3 co-curricular activities** (college activities outside class) and write reflections.
- Students should use **Computer Science core ePortfolio template** to build their ePortfolio.
- Students should **deposit** two assignments for assessments.
- Students should give a **presentation** on their final ePortfolio in class at the end of the semester.
- All students should **peer review** at least two ePortfolios.
- **Attendance and Lateness Policies: Attendance in class is mandatory.** The maximum number of unexcused absences allowed is 15% of the total class meetings (about 7 hours). No class should be missed unless absolutely necessary. Two lateness's (more than 10 minutes) will count as one absence. If you miss a class, you are responsible for the work covered in that class.

Tentative Outline

Week	Lecture Topics	Labs
1	Introduction to the First Year Seminar: general information,	Intro to Compute Science core ePortfolio template, Introduction to

	syllabus reviews, Introduction to core ePortfolio, Computer Science ePortfolio template.	different ePortfolio sections, Myers-Briggs Test.
2	About computer science majors, how are these majors integral to society? Global references for the majors, academic policies, financial aid eligibility, key courses, candidacy, and program requirements. Introduction to free online resources such as, Khan Academy, SoloLearn, Udemy etc.	Introduction to technology and education planning, e.g., CUNY First, Blackboard, Degree Audit, My LaGuardia, LaGuardia Live, financial aid information. How to use Khan Academy, SoloLearn, Udemy, etc.
3	Personal development, best practices for academic survival, skills/strategies for success, habits of mind, organization and time management. Introduction to LaGuardia Core competencies. Introduction to Mobile applications. App Inventor Lab	Introduction to advising team, C2C, SSP and ePortfolio, Revising the Education Plan, introduction to searching classes, schedules, registering online and on-line payment, financial aid status. Complete ePortfolio About Me page, how to publish ePortfolio, ePortfolio settings.
4	Exploration of the majors. Career choice and job opportunities. Introduction to Co-curricular activities. App Inventor Lab.	Global learning and the integration of technology (ePortfolio, LinkedIn, professional email). ePortfolio Graduation Plan – SWOT, Planning My Degree.
5	Oral and written communication, significance and best practices of these skills for computer science careers. Introduction to Spreadsheets, organize, format and calculate data with formulas using a spreadsheet system.	Spreadsheet Lab1. ePortfolio review. Assignment to deposit: Academic Interests, Career Choices and Job Opportunities Assignment (Integrative Learning and Digital)
6	Resources, technology use and learning strategies, critical thinking and problem-solving skills applied to education planning, study skills and support services on campus. Analyze data and plot graph using a spreadsheet system.	Spreadsheet Lab 2. Assignment to deposit: Inquiry & Problem Solving and Oral (What is Artificial Intelligence?)
7	Introduction to basic database and database management system. Introduction to Word Processor.	Basic relational database management system Lab. Word Processor Lab1.
8	Introduction to research methodology, applying problem solving and critical thinking strategies. Introduction to	How to search for reliable information, peer reviewed journals, introduction to APA citations,

	Networking basics. Security extensions, commands and tools. Scavenger hunt.	Google Scholar website. Introduction to IEEE, ACM, Springer, etc. Assignment to deposit: Global and Written.
9	Introduction to Alice/ Greenfoot (a freeware (for non-commercial purposes) object-based educational programming language with an integrated development environment (IDE)).	Create computer animations using Alice 3D models.
10	Introduction to HTML. Introduction to basic Cascading Style Sheets (CSS).	HTML Lab 1. CSS Lab 1.
11	Create basic web page using HTML, CSS. Create a basic web page.	Final review of ePortfolio.
12	Presentation of students' ePortfolio in class.	Peer-evaluation of discussions of uploaded ePortfolio content.

Disclaimer: The course syllabus is a general plan for the course. The instructor reserves the right to make changes. Please use the CSF101 course proposal and the CSF101 ePortfolio as additional resources for weekly planning.