



CSCI 1106 Animated Computing



The World is Dynamic and Uncertain

- Observations:
 - Our environment is changing.
 - Events occur at any time.
 - Things break or don't go as planned.
- Yet, we manage to muddle our way through.
- How do computers muddle their way through?

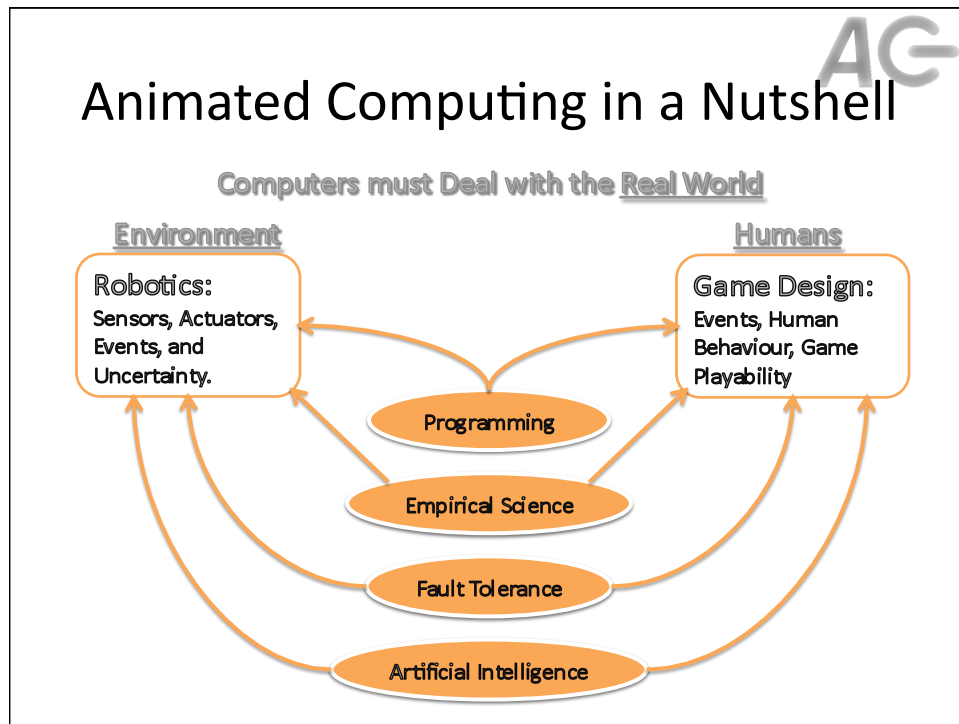
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Muddle Through This

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You Learn Best when You AG

- Learn collaboratively (in small groups)
- Learn by doing (hands-on)
- Learn by figuring things out on your own
- Learn by problem solving



Course Features

- Hands-on introduction to computer science
 - How do computers deal with the real world?
- Two modules: Robotics and Game Design
- In each module you learn a new technology and apply it
- Majority of learning is done in the labs

Labs start on Thursday



The Two Course Modules

- Robotics:
 - Learn how robots deal with their environment
 - Use Mindstorms NXT Robots and NXT-G
 - Create a robot to compete in Robot Olympics
 - Write a technical report describing what you did.
- Game Design:
 - Learn about game design
 - Use Adobe Flash CS4
 - Create a working game of your own design
 - Write a user manual and a user manual

Course Structure: Lectures



- Lectures take place on MW(F) 3:35 – 4:25pm
- Monday and Wednesday
 - Cover material you will need for the labs and give an outlook
- Friday
 - Every second Friday will be an in-class quiz
 - Other Fridays will be either for guest lectures or catch-up lectures (if needed)
 - You will be informed each Wednesday if there will be a quiz or lecture on the following Friday

Course Structure: Labs



- Labs are where you will do most of the hands-on learning
- Three sections:
 - Tuesday / Thursday 9-11am (B01)
 - Tuesday / Thursday 11am-1pm (B02)
 - Tuesday / Thursday 2-4pm (B03)
- You *must* attend the labs.
- In each module (6 Weeks)
 - First 6 labs are tutorials to learn the technology
 - Next 4-5 labs are project work periods
 - Last lab is project presentation period
- Each team must submit a lab report at end of the lab
 - Except the presentation period
 - All attending team members are noted on the report

Lab Report



Team Work



- Teams are assigned at the start of each module
- Teams comprise three (or four) individuals
- Teams are expected to
 - Establish good communication
 - Share equally in the work involved
 - Use individual strengths to benefit the group
- Teams share the same project grade
- Failure to participate in the team may result in an individual's grade being reduced



Administrivia

- Instructor: Thomas Trappenberg (CS 313)
- Email: tt@cs.dal.ca
- Meeting Times:
 - Lectures in CS-127: MWF 3:35 – 4:25pm
 - Labs in CS 426 (Teaching Lab 5):
 - Section B01: TR 9:05 – 10:55
 - Section B02: TR 11:05 – 12:55
 - Section B03: TR 14:05 – 15:55
 - Course Website:
<http://projects.cs.dal.ca/hallab/CSCI1106>



Evaluation

- Team Work (done in teams of 3 or 4)
 - 20% : Robotics Project
 - 50% : Performance in Robot Olympics
 - 50% : Technical Report
 - 20% : Game Design Project
 - 50% : Game Produced
 - 50% : User and Technical Manuals
 - 10% : Lab Reports (due at end of each lab)
- Individual Work
 - 20% : Bi-weekly Quizzes: Covering labs and lectures
 - 30% : Final Exam

You must pass the individual component to pass the course.



Classroom Rules

- I promise to start and end classes on time.
- You may come in and leave during class as long as you do not disturb.
- If my writing becomes illegible, let me know and I will happily rewrite it.
- **Please turn cell phone ringers off.**



To Do List

- Make sure your CS account is active.
 - Go to the CS Help Desk on the first floor of the CS building to activate it.
- Get Proximity DalCards to access the lab
 - if you don't already have one (DalCard office, 1443 Seymour St.).
- Look over the first tutorial for Thursday.



Academic Honesty

- Academic integrity means being honest in the fulfillment of your academic responsibilities thus establishing mutual trust.
- Violations of intellectual honesty are offensive to the entire academic community, not just to the individual faculty member and students in whose class an offense occurs.
 - E.g., cheating on tests, plagiarism, falsification of experimental data, etc.
- All cases of academic misconduct are automatically referred to the Faculty Academic Integrity Officer (Associate Dean).



Avoiding Plagiarism

- Put pencils and pens away when discussing an assignment problem with other people
- Acknowledge any help you received in your assignments
 - State name of person and the help you received
- Write your own code!
 - You may look at other code all you want, but don't cut and paste!