CNMT 101 – (3 cr)
SCI D226   M W F 9:00 – 9:50 a.m.

Instructor:	Tim Krause, PhD		
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Office Hours:	M W 10:00 a.m. - 11:00 a.m.	**Email:**	tkrause@uwsp.edu

Course Description
Explore the foundations of modern computing to include algorithms, programming, and the use of technology to solve problems. This course introduces key principles of procedural programming and program design using a modern programming language. The course also offers an overview of computing as a discipline and its social impacts.

Objectives
Upon successful completion of this course, you will be able to:

- Design and write computer programs that solve computational problems
- Test, troubleshoot, and document computer programs
- Describe ethical and social issues related to computing
- Describe concepts associated with networking and Internet protocols
- Describe concepts around computer and data security

Required Text and Material Purchase
Lambert, Kenneth A. (2018). *Fundamentals of Python First Programs, 2nd Edition*. ISBN: 978-1-337-56009-2.

Assignments and Projects
Assignments will be announced in class and posted on Canvas. If you miss class, it is your responsibility to check Canvas for any homework assignments and supporting material which may have been given out during class.

In-class assignments may not be made up, or turned in after the end of class.

I recommend that you start working on assignments as soon as possible after they have been announced. Game development almost always take longer than originally anticipated; starting early greatly increases your odds of completing the project to your satisfaction. Please call, email or see the instructor as soon as possible, **before the due date**, with any questions or concerns about an assignment. Except in extremely rare cases, **extensions** will not be given **AFTER** an assignment was due.

Assignments

Smaller Projects	400
Midterm Project	200
Final Project	300
Final Exam	100
Total Points	**1,000**

Class Time and Preparation

We will use class time in a variety of ways, including but not limited to:

- Brief lectures, demonstrations and videos
- Tutorials
- Individual and group work time

Please always have a copy of your current work with you to facilitate any work time that may be available to you.

Due Dates and Late Assignments

Assignments are always due no later than the beginning of class. If you miss a due date, there will be a folder called "***Late Assignments***". You should turn in your assignment there, and it will be graded as time allows. Late assignments will be reduced by one letter grade per weekday, starting the day that they were due. In-class assignments may only be made up if the absence was due to documented illness, approved university activity or family emergency. You should talk to your instructor as soon as practical to make arrangements.

Attendance Policy

This course is both an intense, but rewarding experience. I do not award points for your physical presence, but I do expect your active participation in every class.

Grading Scale

Final grades will be determined according to the following scale:

		A	100 – 92%	A-	91 – 90%
B+	89 – 88%	B	87 – 82%	B-	81 – 80%
C+	79 – 78%	C	77 – 72%	C-	71 – 70%
D+	69 – 68%	D	67 – 62%	F	< 61%

I reserve the right to lower the grading scale (i.e. the course may require less than 95% to earn an A).

Academic Integrity

Academic dishonesty of any kind will not be tolerated. If you have any questions about what constitutes academic misconduct, please ask me or consult your university handbook. A description of your rights and responsibilities as a member of the UW-Stevens Point community can be found at: http://www.uwsp.edu/admin/stuaffairs/rights/

Student Academic Standards and Disciplinary Procedures (UWS/UWSP Chapter 14) are available at: http://www.uwsp.edu/admin/stuaffairs/rights/http://www.uwsp.edu/admin/stuaffairs/rights/rightsChap14.pdf

Cell Phones, IM and Recording Devices
Please turn off cell phones and pagers before entering the classroom. Cell phones may not be used in the classroom without prior permission. Please close all IM programs or set your status to "busy" during class. If you would like to record (video or audio) any aspect of this course, please seek prior permission from the instructor.

File Storage
Save your work often and make regular backups of your files. UWSP's Help Desk cannot restore individual files, nor can they restore individual files should your UWSP account become inactive. Extensions on assignments **will not be given** on assignments that are late due to lost or damaged files.

Tentative Schedule of Topics

1. Python Programming
2. Introduction to Computers
3. Hardware and Software
4. Internet and World Wide Web
5. Networks and Security
6. Security and Privacy
7. Intellectual Property Rights and Ethics
8. Health, Accessibility, and the Environment
9. Emerging Technologies
   Final Exam Date: TBD