CSCI 199 – Computers, Music and Art
Course Syllabus

Professor:  Dr. Bill Manaris

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Course Description: A course introducing the creative side of computing in the context of music, sounds, images, and other digital artifacts. Students will be exposed to media modeling and computational thinking in the liberal arts and sciences. Students will develop several digital artifacts. Course is open to all majors. No previous programming experience required.


Additional materials will be made available via handouts and the class webpage at http://www.cs.cofc.edu/~manaris/ (follow CSCI 199 link).

Learning Goals:
• Learn how to creatively transform media such as music, sounds, images, and other digital artifacts.
• Learn how to use computers to explore, visualize, speculate, and invent.
• Develop an appreciation for computational thinking.
• Gain experience with a scripting programming language and tools.
• Gain experience with oral presentations.

Grading: To receive a passing grade for the course, you must average a passing grade on each of the following: assignments, tests, and final exam.

Scale: A: 90-100; B: 80-89; C: 70-79; D: 60-69; F: <60. The grades of B+/-, C+/-, and D+/-- may be given at the professor's discretion.

Final Grade Computation: Assignments (4-6) 30%, Tests (2) 40%, Comprehensive Final Exam 20%, and Class Participation 10%.

Collaboration Policy:
• You must do your assignments alone (or with your teammates, for group assignments). You are not allowed to discuss assignments and possible solutions with any person other than the instructor. Any violation of the above rules is an honor offense. See The Honor System of the College of Charleston and the Student Code of Conduct (www.cofc.edu/student-life/handbook/), especially sections on Cheating, Plagiarism (pp. 10-11), and Computer Use (p. 13).
• On assignments you will be asked to identify the person(s) you received help from, if any.
• In-class exercises, when identified as collaborative, are excluded from the above.
Other Policies: Tests:

- Attendance at tests is mandatory. Students must complete tests with no discussion or sharing of information with other students.
- Calculators, computers, cell phones, etc. may not be used during a test.

Classroom:

- You should turn off all electronic devices (e.g., cell-phones, pagers, etc.) during class.
- You are expected to attend all classes. Regardless of actual attendance, you are responsible for announcements made in class, assignment due dates, etc.
- You are expected to participate in class with questions and invited discussion. However, you should respect your classmates right to learn; see Student Handbook section on Classroom Code of Conduct (pp. 49-50).

Assignments:

- Programming assignment grades will be based on creative inspiration, design, style as well as correctness of result.
- Submission instructions will be provided for each assignment.

Late Policy:

- You have four “late” days for the whole semester. You may use these days as you wish for assignment submission. If you use them up, no late assignments will be accepted.
- If you submit everything on time (use no late days), 2.5 bonus points will be added to your course grade.