

CSCI 180 – Computers, Music and Art Course Syllabus

Professor: Dr. Bill Manaris

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Office Hours: Monday, Tuesday, Wednesday, Friday from 10:00AM - 11:30AM.
Other hours available by appointment.
No office hours on Thursday.

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.

Textbook: None assigned this semester.
Reading materials will be provided via handouts, the class website at <http://www.cs.cofc.edu/~manaris/> (follow the CSCI 180 link), and/or WebCT.

References: M. Guzdial (2005), *Introduction to Computing and Programming in Python*, Prentice Hall.
J.M. Zelle (2004), *Python Programming: An Introduction to Computer Science*, Franklin, Beedle & Associates, Inc.

Additional references will be posted on the class website.

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 or Final Project 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 (or with your teammates, for group assignments). 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.

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, unless otherwise directed.

Classroom:

- You are expected to take good notes during lecture.
- You are expected to participate in class with questions and invited discussion.
- You should be ready to engage in inquiry-based learning, and in-class activities.
- You are expected to attend all classes. If you miss class, you must get an absence memo from the Associate Dean of Students Office (67 George Street); also, you are responsible for announcements made in class, assignment due dates, etc.
- You should turn off all electronic devices (e.g., cell phones, pagers, etc.).
- Since we are in a lab, you must use the computers only as directed (e.g., no checking email, or playing games) during class.
- In summary, you should contribute positively to the classroom learning experience, and 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, and 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.