COMP 111
Digital World

COURSE DESCRIPTION:

This course assumes that you already have a basic idea of how to use computers for everyday applications, but would like to find out more about what's really going on in this digital world that we live in, and how to improve your efficiency and effectiveness using digital tools. It is recommended whether or not you're majoring in Computer Science, as it provides a general background that all computer users will benefit from, and will give insights about the users' experience to those who are likely to be designing new computer systems.
In this course we will help you to better understand the digital devices you use every day and show you how to work more efficiently and effectively with computers and computer-based devices. We will also examine the effect digital technologies have on society and individuals, including new risks and new ethical issues.

COURSE OBJECTIVES:

The goal of the course is that students will be able to work efficiently and effectively in our digital world. The emphasis is not so much on how to use existing technologies, but to evaluate whatever new technology they may encounter, and be discerning when using digital technology in their work so that their use of technology is both efficient and effective; this may include choosing *not* to use a technology if it has a negative impact, whether on efficiency, effectiveness, or in terms of ethical or societal implications.

COURSE SRTUCTURE:

In lectures we will look at the world of computing in general: how to assess "usability", how digital devices can make people more or less productive, what aspects of devices make one a better product than another, and some of the problems that computers have caused. Laboratory exercises will be used to give concrete examples of the general principles we discuss during lectures. There you will learn how to use personal computers efficiently and effectively.

TEXT BOOK:

The recommended main text for this *course is Digital Planet: Tomorrow's Technology and You*, by Beekman and Beekman (tenth edition).

GRADING:

Final grades will be based on the following percentages.

Laboratory Assignments	40 %
Mid-term Exam	25 %
Final Exam	25 %
Attendance & Quizzes	10 %

GRADING SYSTEM:

A	90-100 %
B	80-89 %
C	70-79 %
D	60-69 %
F	0-59 %

COURSE CONTENTS:

1. Human-Computer Interaction
2. Document processing (1)
3. Hardware
4. Social networking
5. New Media
6. Graphics & multimedia
7. Spreadsheet
8. Presentation tools & techniques
9. Document Processing (2)
10. HTML and Web publishing
11. Information seeking
12. Recent developments in digital technology
13. Computers in the future
14. Databases
15. Risks & ethics
16. Networks
17. The Internet