

COMP 120
Computing Seminar
Fall 2011

Facilitators:	Kourosh Morteza pour	Dan Kaiser	Shushuang Man
Office:	SM 264	SM 263	SM 268
Phone:	537-6101	537-6163	537-6168
Office Hours:			
Monday	12:30 – 1:20, 5:00-6:00	11:30 – 1:20, 2:30 – 3:20	11:30 – 1:20, 2:30 – 3:20
Tuesday	1:30-3:00	10:30 – 12:00	10:30 – 12:00
Wednesday	12:30 - 1:20, 5:00-6:00	11:30 - 1:20, 2:30 – 3:20	11:30 - 1:20, 2:30 – 3:20
Thursday	By Appointment	By Appointment	By Appointment
Friday	12:30 - 1:20, 3:30-5:30	11:30 - 1:20	11:30 - 1:20
E-Mail:	K.Morteza pour@SMSU.edu	DKaiser@SMSU.edu	Shushuang.Man@SMSU.edu

Course Pages: Login to D2L

Objectives: This course is designed to provide you with an opportunity to explore the discipline of Computer Science. You will research areas of Computer Science you are interested in and formulate a plan for your education

Structure: The class will have two main components. The first component will be geared towards your educational plan. You will prepare a tentative 4-year schedule that allows you to complete the LAC and your intended major(s) and minor(s).
The second component will consist of a presentation on an area of your choice, within or closely related to a computing discipline. You will comb the literature (both online and paper) to discover what is known about that area. You will synthesize your findings and present them to the class.

Grades: Final grades will be based on the following percentages.

Paper and Presentation	
Topic Proposal	10 %
Topic Abstract	10 %
Annotated Sources	10 %
Presentation	20 %
Paper	25 %
Career Preparation Assignments	
4-year Plan Draft	10 %
4-year Plan Final	10 %
Attendance	5 %

Presentation: Your presentations will be graded based on the following criteria.

- Is the topic and presentation at an appropriate level?
- Are the sources of sufficient quality?
- Have you included a sufficient number of sources?
- Have you met the deadlines?
- Overall quality of presentation
- Overall quality of paper

Attendance: You are expected to attend each day the class meets. The attendance portion of your grade will be the percentage of classes for which you are actively present.

Academic Dishonesty: Acts of dishonesty will be handled in accordance with SMSU's academic dishonesty policy.

Semester Schedule (Tentative)

Week	Date	Activity
1	8/25	Introduction and Assignments
2	9/1	Overview of the Computing Disciplines
3	9/8	Faculty Presentation: Software Engineering
4	9/15	Faculty Presentation: Theory, AI, and Games
5	9/22	Faculty Presentation: Database
6	9/29	CS Major and LAC
7	10/6	Fall Break – No Class
8	10/13	Topic Proposal Presentations
9	10/20	Discussion of 4-year Plans
10	10/27	Work Day – Final version of 4-year plan due
11	11/3	Annotated Sources Presentations
12	11/10	Work Day
13	11/17	Topic Abstract Presentations
14	11/24	Thanksgiving Break – No Class
15	12/1	Presentations
16	12/8	Presentations
Finals Week	12/15 (12:00 Noon)	Presentations

Assignments (Specifics are given on D2L)

Four-Year Plan Component

1. Plan – Draft
2. Plan – Final

Research Component

1. Topic Presentation
2. Abstract Presentation
3. Sources Presentation
4. Final Presentation
5. Paper (Due with presentation)