Welcome to CSE 123!

Brett Wortzman
Spring 2023

Agenda

- About us
- About this course
  - Learning objectives
  - Other similar courses
  - Course components
- Our learning model
- Tools and resources
  - Course Website
  - Ed
- Defining Classes Review
- Assessment and grading
- Collaboration

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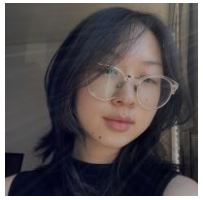
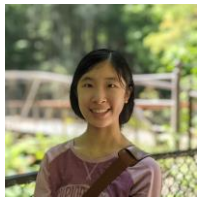
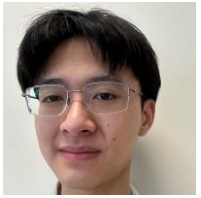
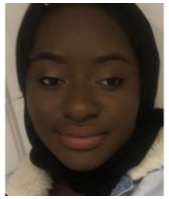
Hi, I'm Brett! (he/him)

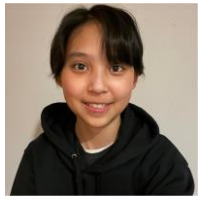
- Associate Teaching Professor
- Frequent intro CS instructor
  - Lead designer/developer of new 12X curriculum
- Also interested in CS education/pedagogy
- Previously:
  - trained CS teachers
  - developed CS curriculum
  - taught high school CS
  - worked as a software engineer

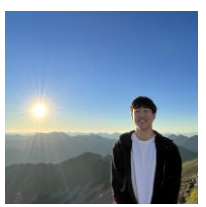
Meet (most of) your 32 TAs!

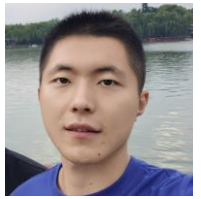










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Learning Objectives

or, "What will I learn in this class?"

Seven themes:

- Computational Thinking
- Code Comprehension
- Code Writing
- Communication
- Testing
- Debugging
- Ethics/Impact

Prerequisite Knowledge

- Comfort with control structures
  - loops, conditionals, methods/functions
- Experience with using basic data structures
  - arrays, lists, sets, maps
- Experience with console and file input/output
- Exposure to simple object-oriented programming
  - classes, interfaces
- Programming experience *in Java*
  - Or willingness to pick up on your own

Other Similar Courses

Course	Good choice if…
CSE 123	• You done a fair bit of programming, at least some of which is in Java AND • You are, or want to be, in a major such as CS, CE, ECE, Info, etc. that requires Java programming OR • You're interested in creating software (whether as a hobby, side-gig, career, etc.)
CSE 122	• You've done some programming (roughly one course worth) in *any* programming language AND • You are, or want to be, in a major such as CS, CE, ECE, Info, etc. that requires Java programming
CSE 143	• You took CSE 142 at UW, at a community college, or through UW in the High School
CSE 163	• You're interested in data science and analysis OR • You want to learn Python* OR • You are, or want to be, in a major such as Physics, Bio, Stat, etc. where analyzing data through programming is useful
CSE 154	• You're interested in web development (HTML, CSS, JS)

See Guided Self-Placement and Introductory Courses for more info

Help Us Improve!

- CSE 123 is ***brand new!***
- We worked hard to build a course we think will be effective and supportive and help you succeed
- We probably didn't get it all right

- We appreciate your patience and understanding if we need to make adjustments during the quarter
- Please give us lots of feedback!
  - Post on Ed and/or use the Anonymous Feedback Tool

Course Components

Lessons (aka Lectures)

- WF, 12:30 or 2:30
- Held live on campus; recordings released after
- First introductions to course concepts
- Mix of presentation of content and practice activities/problems
- Required (but not graded) pre-work for most sessions

Sections

- TuTh, various times
- Led by TAs
- Held live in person; ***not*** recorded
  - Materials will be released online afterwards
- Additional review, discussion, and practice
- Mostly practice problems

Attendance is not taken, but you are responsible for all material (including announcements).

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Digression: My Pandemic Hobby

Amigurumi: Japanese art of creating crocheted or knitted stuffed toys

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Course Culture and Support

- Currently 597 students enrolled!
  - Wide range of backgrounds, interests, and goals
- Support and help each other!
  - Form study groups
  - If you have a question, others almost certainly do too
- Lots of ways to get support from us
  - Message board, IPL, section

Course Culture and Support

- Policies designed with flexibility in mind
  - Resubmissions/Retakes, lecture recordings, etc.

- But life and the world still happen…

- ***Please reach out ASAP*** *if you're struggling or have circumstances that require extra support*

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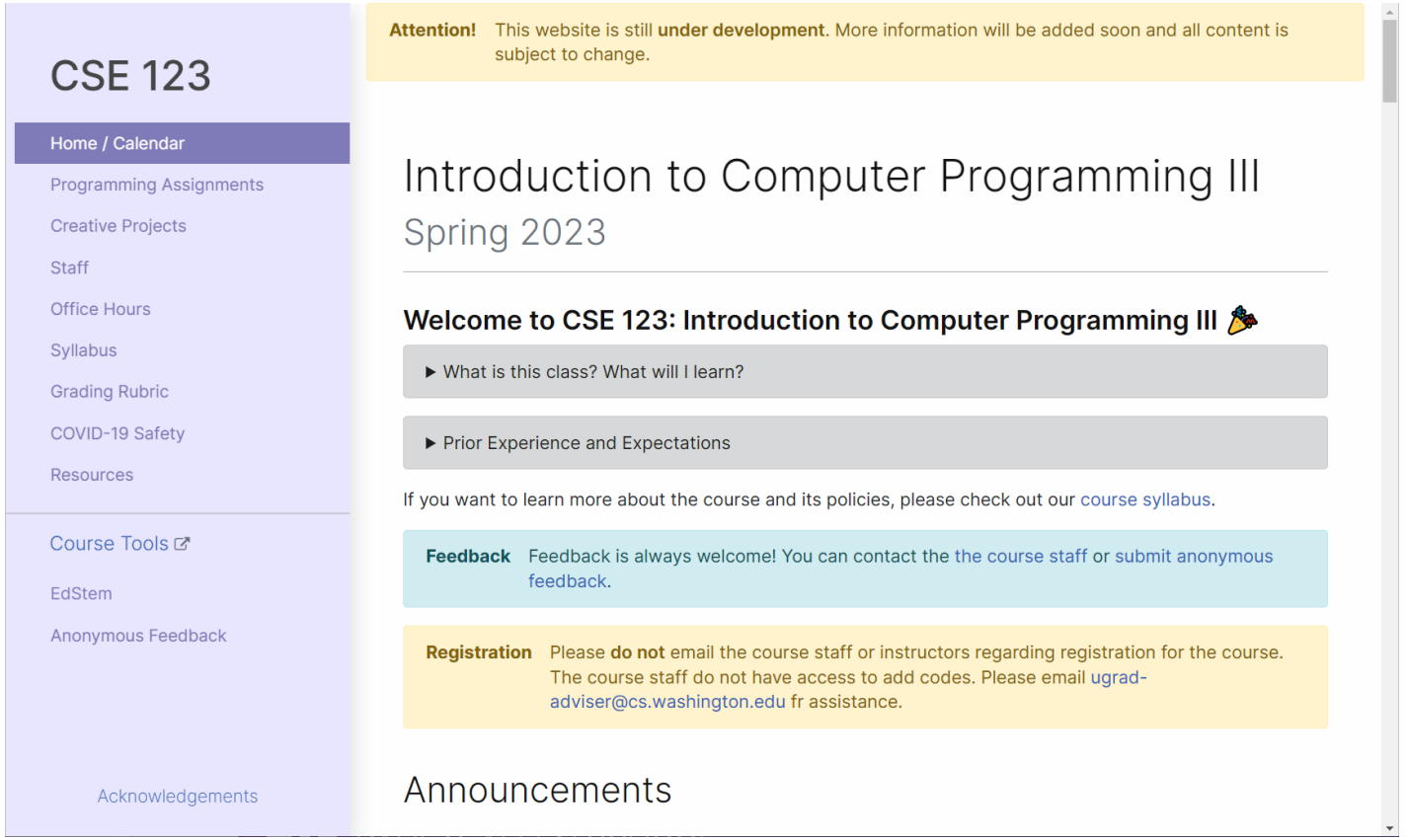
Course Website

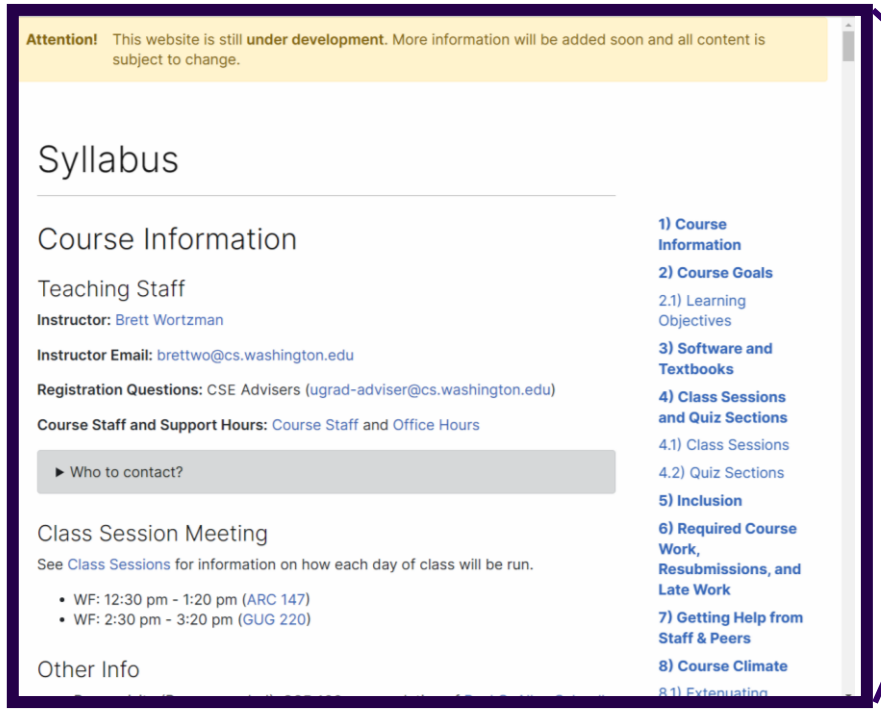
cs.uw.edu/123

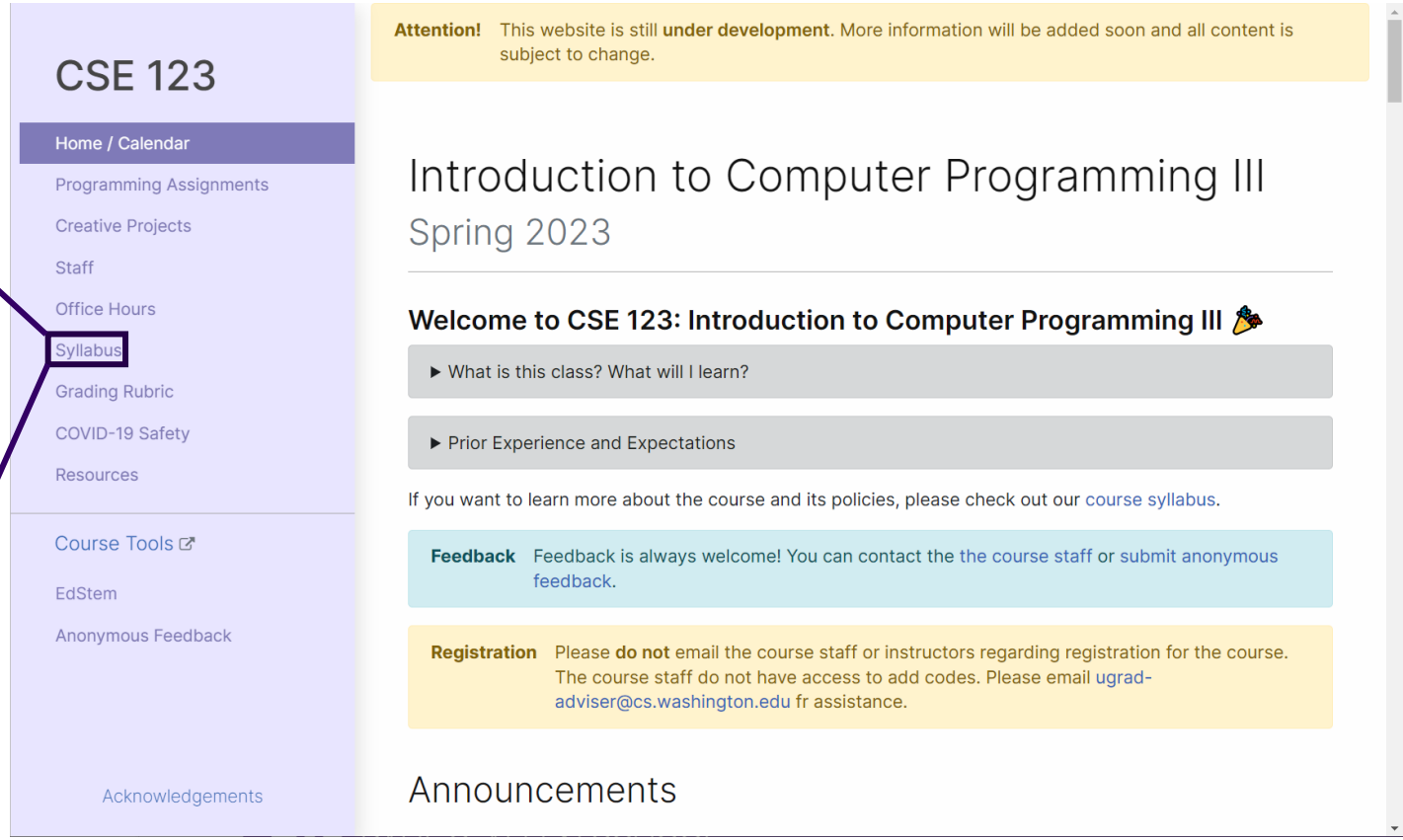
- Primary source of course information (*not* Canvas)
- Calendar will contain links to (almost) all resources



Course Website

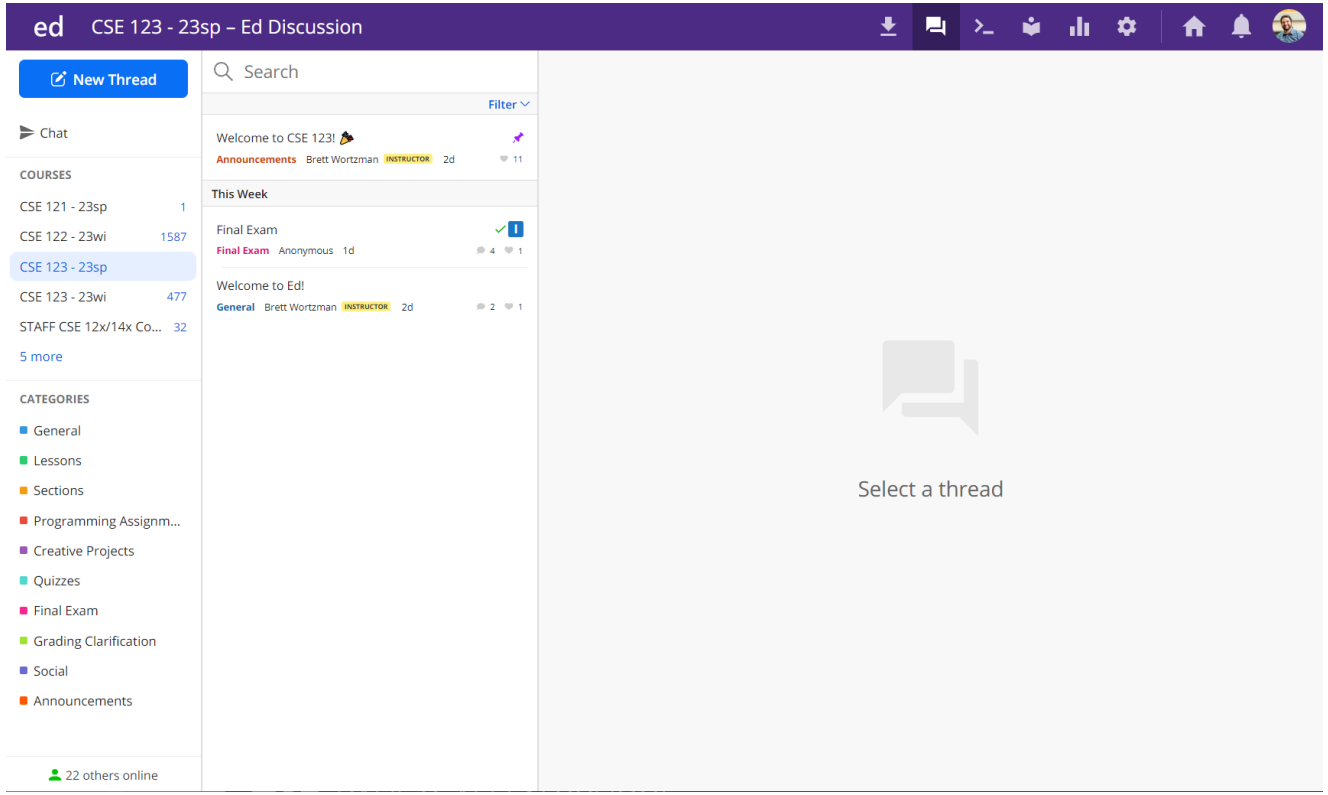
Please review the syllabus ASAP.





Ed

- Our online learning platform
- Lessons, sections, assignments posted
  - Linked from calendar
- Submit graded work
- Receive/View feedback
- Message board
  - Including announcements



Defining Classes Review

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Assignments and Grading

- Our goal in the course is for you to **gain proficiency the concepts and skills** we teach
- We assess your proficiency by asking you to apply the concepts and skills on tasks or problems
- By necessity, we are assessing your *work* as a proxy for your proficiency

Assignments

- Your learning in this course will be assessed in four ways:
  - Programming Assignments (~biweekly, 4 total)
    - Structured programming assignments to assess your proficiency of programming concepts
  - Creative Projects (~biweekly, 4 total)
    - Smaller, more open-ended assignments to give you space to explore
  - Quizzes (3 total, in section)
    - Series of problems covering all material up to that point
  - Final Exam (*tentatively* Tuesday, June 6)
    - Final, culminating assessment of all your skills and knowledge

Resubmission/Retakes

Learning takes time, and doesn't always happen on the first try

- One previous Programming Assignment or Creative Project can be **resubmitted** each week
  - Must be accompanied by a write-up describing changes (via Google Form)
  - Grade on resubmission will replace original grade
  - Each assignment should only be resubmitted once
- Each Quiz can be **retaken** once
  - If missed or to improve performance (but not both)
  - Grades taken "best-per-problem"
  - Retakes scheduled at certain times– details forthcoming

- See the syllabus for more details

Grading

Grades should reflect your proficiency in the course objectives

- All assignments will be graded **E (Excellent), S (Satisfactory), or N (Not yet)**
  - Under certain circumstances, a grade of U (Unassessable) may be assigned
  - In some cases, not all grades will be given
- Final grades will be assigned based on the **amount of work at each level**

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Collaboration Policy

Learning is hard, but it's easier when you learn from each other

- You are encouraged to form study groups; work together on pre-class work, practice and review; and discuss your ideas and approaches
- All work you submit for grading **must be *predominantly* and *substantially* your own**
- Work that violates policy may be withdrawn within 72 hours

- See the syllabus for more details