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
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
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!
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
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

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

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).*
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
Digression: My Pandemic Hobby

_Amigurumi_: Japanese art of creating crocheted or knitted stuffed toys
Digression: My Pandemic Hobby

*Amigurumi*: Japanese art of creating crocheted or knitted stuffed toys
Digression: My Pandemic Hobby

*Amigurumi*: Japanese art of creating crocheted or knitted stuffed toys
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
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
Course Website

- Primary source of course information (*not* Canvas)
- Calendar will contain links to (almost) all resources
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
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
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
• See the syllabus for more details
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
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