

CIS 115 - Introduction to Computing Science (Fall 2013)
Section A,B,C,D Schedule (as of 8/26/2013)

Date	Lecture	Topic / Blog Article	Reading (Before Class)	Activity
8/27/2013	1	What is Computing Science?		Get a CIS Account
8/29/2013	2	Teams, Projects, and Success*	Syllabus & Assignments	Team Resume
9/3/2013	3	Early Computing Machines	POTS 1 - Nuts and Bolts	Scratch Cheat Sheet
9/5/2013	4	Bits and Boolean Algebra	POTS 2 - Universal Building Blogs	Bank - User I/O & Conditionals
9/8/2013	Blog 1	Personal Biography		
9/10/2013	5	Programming	POTS 3 - Programming	Bank - Loops
9/12/2013	6	Universal Computers	POTS 4 - How Universal are Turing Machines?	Turing Machine - Variables (State)
9/15/2013	Blog 2	Historical Figure in Computing		
9/17/2013	7	Algorithms	POTS 5 - Algorithms and Heuristics	Sorting Algorithms - List Variables*
9/19/2013	8	Encoding Data	POTS 6 - Memory: Information and Secret Codes	Binary Worksheet
9/22/2013	Blog 3	Algorithms		
9/24/2013	9	Cryptography	BITS 5 - Secret Bits	Chaocipher - Strings
9/26/2013	10	Computer Graphics	POTS 9 - Beyond Engineering	Graphing - Math & Drawing
9/27/2013	VIDEO	Faculty & Staff Video Due		
9/29/2013	Blog 4	Cryptography		
10/1/2013	11	Human Computer Interaction	BITS 1 - Digital Explosion	User Interface Design*
10/3/2013	12	Faculty & Staff Video Presentations		<work time>
10/6/2013	Blog 5	Human Computer Interaction		
10/8/2013	13	Embedded Systems & Finite State Machines*	BITS 3 - Ghosts in the Machine	Stoplight*
10/10/2013	14	Robotics	BITS 8 - Bits in the Air	Lego Robot
10/13/2013	Blog 6	Computer Systems in Daily Life		
10/15/2013	15	Artificial Intelligence	POTS 8 - Computers that Learn and Adapt	Mars Rover
10/17/2013	16	Information Technology	TUBES 1 - The Map	Linux
10/20/2013	Blog 7	Robotics & Artificial Intelligence		
10/22/2013	17	History of the Internet	TUBES 2 - A Network of Networks	Power Grid
10/24/2013	18	How the Internet Works	TUBES 3 - Only Connect	Packet Switching
10/25/2013	TOPIC	Topic Research Due		
10/27/2013	Blog 8	Are we Too Connected?		
10/29/2013	19	Topic Research Presentations	TUBES 4 - The Whole Internet	<work time>
10/31/2013	20	Topic Research Presentations	TUBES 5 - Cities of Light	<work time>
11/3/2013	Blog 9	Topic Research Response		
11/5/2013	21	HTML	TUBES 6 - The Longest Tubes	HTML
11/7/2013	22	Web 2.0 & Social Media	BITS 2 - Naked in the Sunlight	CSS
11/10/2013	Blog 10	Web Technologies		
11/12/2013	23	Computer Architecture*	TUBES 7 - Where Data Sleeps	Weather Simulation*
11/14/2013	24	High Performance Computing	POTS 7 - Speed: Parallel Computers	Multithreaded Sum
11/17/2013	Blog 11	Personal Stance on Privacy		
11/19/2013	25	Video Game Development		Game Design
11/21/2013	26	Databases, Bioinformatics & Genomics		Genomics
11/22/2013	DRAFT	Textbook Section Draft Due		
11/26/2013		THANKSGIVING BREAK - NO CLASS		
11/28/2013		THANKSGIVING BREAK - NO CLASS		
12/1/2013	Blog 12	Textbook Review - Making Meaning		
12/3/2013	27	Cybersecurity	BITS 4 - Needles in the Haystack	Textbook Draft Review
12/5/2013	28	Cybersecurity (con't)	BITS 7 - You Can't Say That on the Internet	Textbook Draft Review
12/8/2013	Blog 13	Cybersecurity		
12/10/2013	29	Intellectual Property*	BITS 6 - Balance Toppled	Game Design Work
12/12/2013	30	The Future		Game Design Work
12/15/2013	Blog 14	Where Do I Go from Here?		
12/20/2013	FINAL	Textbook Section Due		