

CSC-200 Spring Quarter 2018

Mentoring Feedback and Grades for (...you)

March 21, 2018

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This is a sample feedback and grade listing that I suggest you use as a checklist in setting up your own work submission schedule. You'll receive an individualized copy of this, which I update every time I grade your assignment submissions. ☺ Jim



General comments: 3/21: This is the individual feedback and grade listing I will update and send to you each time I grade assignments you submit. You can then use the feedback I provide to revise and resubmit the work if you wish, to “perfect” it (and raise your score!). Use a copy of this listing as a checklist of work required in this course; the numbers within brackets **[nn]** are the page numbers where that item is located in the course workbook. **The summary below gives you the big picture of your performance in your graded work through 2:21 PM on Wednesday, March 21, 2018.** ☺ Jim

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Grade score*
Score % summary	0 %	0 %	0 %	0 %	0 %	0.0%

Item [workbook page #]	Points possible	Points earned	Feedback and advice
UNIT 1 – How Computers Work [3-48] <i>How information is represented electronically, stored in memory, conveyed, and manipulated by circuits called “gates.” How information is organized into “files.” Arranging facts for comparison and analysis. How information is shared by different software.</i>			
Online learning exercise #1 [29-33]	50	0	
Project 1.1 ASCII encoding [35]	30	0	
Project 1.2 Comparing tablet computers [36]	30	0	

Project 1.3 CSV file format [37]	30	0	
EXTRA CREDIT (one project, optional) [38-45]	20	0	
Total (16.5% of your course grade)	140	0	
UNIT 2 – The Computer Evolution [49-85] <i>The invention and development of digital computers; mainframes, mini- and microcomputers, supercomputers and embedded computers. “Office” software, geoprocessing, and embedded industrial control processing.</i>			<i>What you learn in this unit will help put modern computers into perspective and will help you see the many ways that computers are involved in things we use every day, unrelated to desktops and laptops. The graphic design technique in Project 2.2 will help you with projects you encounter in projects in Units 3 and 4!</i>
Online learning exercise #2 [72-77]	50	0	
Project 2.1 Technology Timeline [78]	30	0	
Project 2.2 Powerpoint as a graphics easel [79-80]	30	0	
Project 2.3 OpenOffice or LibreOffice and MS Office compared [81]	30	0	
EXTRA CREDIT (one project, optional) [82-83]	20	0	
Total (16.5% of your course grade)	140	0	
UNIT 3 – Contemporary Computing [86-139] <i>Beyond office software: digital sound recording and editing, photo editing, animation and video editing and the science behind each of these modern uses of computers. Game development and QR codes. When you finish Unit 3 you can move ahead on Unit 4 and the end of term reflective work in parallel.</i>			<i>The science behind sound, sound recording, vision, color image capture and reproduction, and the capture and manipulation of video that you learn in this unit gives you the background to understand the modern sound, image, and video editing in the Unit 3 projects! Don’t start the reflective work until you’ve completed Unit 3 because the reflective work depends on things you learn in the first three units!</i>
Online learning exercise #3 [114-19]	50	0	
Project 3.1 Simple sound editing [120-21]	40	0	
Project 3.2 Digital photo editing [122-26]	40	0	
Project 3.3 Video animation editing [127-28]	40	0	

Project 3.4 QR code generation and use [129-31]	40	0	
EXTRA CREDIT (one project, optional) [133-39]	20	0	
Total (19% of your course grade)	210	0	
UNIT 4 – Capstone Projects [140-51] <i>How the internet and web coding work, using the web to publicize, what a training video is and how to create it, and how to create modern training materials. These projects draw upon the concepts and skills you have learned in Units 1, 2, and 3.</i>			<i>In these “capstone” projects you put together a lot of what you have learned about modern computer capabilities to understand how the internet works and how to make use of it to further your career. All of this is possible using the freely available software you’ve acquired in Units 2 and 3. You can do this work in parallel with your reflective work if you wish.</i>
Project 4.1 Simple menu-based HTML [140-44]	70	0	
Project 4.2 Career portfolio web site [145-46]	70	0	
Project 4.3 Creating a training video [147-48]	70	0	
Project 4.4 Creating modern training materials as concatenated .pdf’s [149-51]	70	0	
<i>(Note: no extra credit is possible in Unit 4. All four projects are required in this unit.)</i>			
Total (23% of your course grade)	280	0	
End of term reflective work [152-57] <i>Using modern tools to identify your strengths and weaknesses; matching your interests to potential careers. Identifying how information technology is and will impact your career field; thinking about where you are now and what you will need to do to gain the software skills needed for your career. A look at some predictions for technology and computers into the next several decades, and a glimpse at what your life in 2035 may be like.</i>			<i>The online work you do here is aimed at helping you achieve an understanding of your own personality preferences and how they can best be applied to the work of a specific career fields. You’ll think about and “reflect” on what you have learned about modern computer capabilities and how these can be applied or will impact career fields of interest to you. How will you continue to learn the skills you need to meet the challenges of your chosen career field? What will your daily life be like 20 years from now? Place your responses into the form provided as a download.</i>
24. Reflective self-assessment and written work [152-57]	230	0	

Total (25% of course grade)	230	0	
RECAP (summarizes unit totals, percentages)	Possible	Earned	You earned this percentage of possible points:
Unit 1: How computers work [3-48]	140	0	0%
Unit 2: The computer evolution [49-85]	140	0	0%
Unit 3: Contemporary computing [86-139]	210	0	0%
Unit 4: Capstone projects [140-51]	280	0	0%
Reflective work [152-57]	230	0	0%
Total (your course grade)	1000	0	0.00%

* Conversion of total percentage to letter grade:

93.5 and above	A	
90-93.4	A	-
87.5-89.9	B	+
83.5-87.4	B	
80-83.4	B	-
77.5-79.9	C	+
73.5-77.4	C	
70-73.4	C	-
67.5-69.9	D	+
60-67.4	D	
less than 60	F	

* Total percentage has been calculated by dividing the **total points earned** by the **total points possible**. The total percentage is not a sum of the percentages above it, which are rounded off. The unit percentages play no role in calculating your course grade because adding them up would not produce an accurate total percentage. The percentages for each unit are shown only to give you an idea of where you stand as the course progresses.