Computers in Technology  Tech 2920-01

Instructor:  Dr. Jing-Chiou Liou  
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Class Room:  Tech. H101

Class Hours:  Monday 04:30 – 07:15 PM

Office Hours:  Monday – Thursday. Details provided separately.

Instruction Method:  Lecture & Lab.

Textbook:  
PowerPoint slides will be used in class.

Grading:  
Homework (5+1) 20%  Midterm 25%
Final 25%  Lab. (8 reports) 30%

Course Description & Objectives:
This course is an introductory course covering a broad array of the operation  
characteristics of modern microcomputers and their applications in the improvement of  
productivity in our daily life, personal and professional.

Upon completion of the course, we will have a fully understanding of the computer  
hardware and software. We will familiar with computer communication applications and  
networks. We will also be capable of using computer to perform various tasks in different  
technologies that will improve productivity and assist in solving problems.

Homework Assignments (HAs) and Lab. Report (LRs) submission policy:
• Students are expected to submit HA and/or LR in the following week of the  
  session, unless is mentioned otherwise.
• Late submission is allowed for up to a week delay, with a 10% deduction in grade.
• Do not copy lines of program code or works from anyone.

Important University Dates:
1/26/09: Last day to withdraw w/ 100% refund
2/3/09: Last day to withdraw w/ 75% refund

Academic Integrity Policy:  http://www.kean.edu/forms/AcademicIntegrity.pdf
Tutoring and learning Support services:  http://www.kean.edu/~castutor
Schedule:
1/26: Computers and Their Applications in Technologies: Computing, Control, Communication, and Consumer.
2/2: Computer as a System: Hardware, Software, Data and Connectivity.
   Lab 1: Building blocks of a Computer
   Lab 2: Internet Applications
2/23: Computer Applications in Office I: Productivity Application Software
   Lab 3: MS PowerPoint Presentation
   Lab 4: Image Processing and Video Processing
   Course Review
3/30: Computer Application in Control Systems:
   Lab 5: Writing a Simple Program
4/6: Computer Application in Consumer Systems:
   Lab 6: Web Development
4/13: Information Systems
   Lab 7: Game Development
4/20: System Analysis and Design
   Lab 7: Writing a System Requirements.
4/27: Programming and Languages I:
   Lab 8: Problem Solving program
5/4: Programming and Languages II.
   Course Review
5/11: Final Exam