

Spring 2009

Course Syllabus

INF201: Introduction to Information Technologies

Meeting Time / Place: Monday, Wednesday & Friday 10:20AM – 11:25 AM / SL Go2

Instructor Contact Information:

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Phone: 518-421-5506

Office Hours: Before or after class, or by appointment, in the Science Library

Textbook: There is no textbook for this class. Web readings will be assigned, and readings will be distributed via Blackboard, or as handouts throughout the semester.

Course Description: This course comprises three skills-based modules: information management (UNIX, directory management), web technologies (HTML, digital imaging, file formats and transfer), and networks (protocols, layer model, information security). In general, this course offers an introduction to Information Technology. The following definition of Information Technology (from Wikipedia, accessed 1/16/2009) will provide a common ground for our lectures.

Information technology (IT), as defined by the Information Technology Association of America (ITAA), is "the study, design, development, implementation, support or management of computer-based information systems, particularly software applications and computer hardware." IT deals with the use of electronic computers and computer software to convert, store, protect, process, transmit and retrieve information, securely.

Today, the term information technology has ballooned to encompass many aspects of computing and technology, and the term is more recognizable than ever before. The information technology umbrella can be quite large, covering many fields. IT professionals perform a variety of duties that range from installing applications to designing complex computer networks and information databases. A few of the duties that IT professionals perform may include data management, networking, engineering computer hardware, database and software design, as well as the management and administration of entire systems.

Course Evaluation:

The evaluation criteria are as follows:

Attendance, Participation:	10%
Final Project:	30%
Exercises, Assignments:	60%
HTML:	20%
UNIX:	20%
Networking:	20%
Total:	100%

Final Grading:

95 – 100%	A	
90 – 95%	A-	
87 – 90%	B+	
84 – 87%	B	
80 – 84%	B-	
77 – 80%	C+	
74 – 77%	C	C
70 – 74%	C-	C
67 – 70%	D+	D
64 – 67%	D	D
60 – 64%	D-	D
0 – 60%	F	F

Attendance and Participation: Given that the course is exercise- and discussion-driven, attendance is required and will be taken at the beginning of each class. Class discussions depend on your familiarity with the material, so be prepared to discuss the readings assigned for the week, and any other readings that are assigned. Attendance and participation account for 10% of your total grade.

Final Project: More information about the project will be distributed as a separate handout. The project accounts for 30% of your total grade.

Exercises and Assignments: Throughout the semester, various in-class and take-home exercises, assignments, and case studies will be given, to be completed and submitted by the due date given. These exercises and assignments are activities designed to provide familiarity with course concepts. Assignments will not be accepted late without permission from the instructor. Exercises and assignments will account for 60% of your total grade.

<Class Policies>

Attendance: Class attendance is required. Discussions, exercises, quizzes, and other in-class activities require your presence. There will be no makeup for exercises, quizzes, or activities missed, nor participation credit for classes not attended. If you are unable to attend class due to extenuating circumstances, please contact the instructor ahead of time.

Assignments: Assignments are due at the start of class. After class has started, any assignments submitted will be considered late- do NOT work on assignments in class on the day they are due. **Please put the following information in the upper left-hand corner of every assignment: FirstName LastName, INF201, Assignment Title, Date**

Academic Honesty: I encourage you to learn from each other, but you must earn your own grades. You are expected to produce your own work. While you may consult your fellow students, all writing, design, and research that you submit must be your own. Where

appropriate, please cite all references. Please refer to the Undergraduate Academic Regulations of the Undergraduate Bulletin.

Responsible Computing: Students are required to read the University at Albany Policy for the Responsible Use of Information Technology available at the Academic Computing Web Site: http://www.albany.edu/policies/computer_usage/ Students are also required to read: “Appendix I: Policies Governing Student Use of Computing and Networking Facilities at the University at Albany.” Students will be expected to apply the polices discussed in these two documents to all computing and electronic communications in the course.

Failure to comply with these policies will result in a failing grade for this course.

Time Management: For every credit hour that a course meets, students should expect to work 3 additional hours outside of class every week (3 x 3= 9). For a three-credit course you should expect to work 9 hours outside of class every week. Manage your time effectively to complete readings, assignments, and projects and to be prepared for class discussions.

<Class Schedule>

Week	Day	Topic	Assignment Due
1	Wednesday	Course Introduction	
	Friday	Web Page Creation on UNIX	
3	Monday	HTML	Reading summary (5%)
	Wednesday	HTML	
4	Monday	Image Editing	
	Wednesday	XHTML, CSS	
5	Monday	CSS	
	Wednesday	WYSIWYG Programs Website Project	
6	Monday	No class	
	Wednesday	XML	
7	Monday	UNIX	XML Assignment (5%)
	Wednesday	UNIX	
8	Monday	UNIX	UNIX Assignment1 (10%)
	Wednesday	UNIX	
9	Monday	Introduction to Computer Networks	UNIX Assignment 2 (10%) Webpage Progress (10%)
	Wednesday	The ISO Model	
10	Monday	The ISO Model	
	Wednesday	Networking Media	Networking assignment (10%)
11	Monday	Networking Protocols	
	Wednesday	Networking Protocols	
12	Monday	Network Topologies	
	Wednesday	Local Areas Networks	
13	Monday	Internetworking	
	Wednesday	Network Design	
14	Monday	Network Security	

	Wednesday	Network Security	
	Friday	Information Systems	
15	Monday	Social Networks	
	Wednesday	Final Project Presentations	Final project + final paper (50%)
16	Friday	Final Project Presentations	

Note: Friday classes will be dedicated to labs and individual project