Schedule for the Course “Foundations of DSS”

**color-coding:**
- purple — guest lecture
- green — presentations by student
- red — L3D themes
- black — chapters from the text book

**August:**
25: Introduction to the Course Environment  
   <Hal>
27: Introduction and Overview to the Class <showed CLever movie>

**September**
1: (no class) Labor Day
3: Inspiration for the New Computing (Chapter 1 in Leonardo Book)  
   <showed “Knowledge Navigator” movie>
8: Unusable at any Bandwidth (Chapter 2 in Leonardo Book)
10: The quest for Universal Usability (Chapter 3 in Leonardo Book)
15: New Methods, New Goals (Chapter 4 in Leonardo Book)
17: Understanding Human Activities and Relationships (Chapter 5 in Leonardo Book)  
   Assignment 3: → with student presentations
22: The New Education: E-Learning (Chapter 6 in Leonardo Book)  
   <showed “A Private Universe Movie”>
24: Lifelong Learning and New Media  
   <showed “Squeakers Gravity Movie”>  
   Assignment 4: Lifelong Learning
29: The New Commerce: E-Business (Chapter 7 in Leonardo Book)

**October**
1: Meta-Design  
   **read:** Fischer, G. (2007): "Meta-Design: Expanding Boundaries and Redistributing Control in Design",  
   Assignment 5: Meta-Design
6: Guest Lecture: Second Life (Mark Dubin)
8: **Social Creativity**


**Assignment 6: Independent Research**

13: **Presentation by Student Teams about their Independent Research**

15: **System Presentation: the Envisionment and Discovery Collaboratory** (meet in L3D Lab, DLC 170) (Hal Eden)

20: **Guest Lecture: SketchUp** (John Bacus, Google Boulder)

check out: [http://sketchup.google.com/](http://sketchup.google.com/)

22: **Guest Lecture: 3D Warehouse** (Matt Simpson, Google Boulder)

check out: [http://sketchup.google.com/3dwarehouse/](http://sketchup.google.com/3dwarehouse/)

27: **The New Medicine: E-Health Care** (Chapter 8 in Leonardo Book)

29: **The New Politics: E-Government** (Chapter 9 in Leonardo Book)

**November**

3: **Mega-Creativity** (Chapter 10 in Leonardo Book)

5: **Progress Reports by Student Teams about their Independent Research**

10: **Guest Lecture: Agentsheets and Agentcubes: End-user programming**

(Alexander Repenning)

With the IT crisis reaching alarming levels, it is more important than ever to attract K-12 students to computer science. 3D game development can be an enticing way to achieve that, but building 3D games is far from trivial. Students need to achieve a degree of 3D fluency in modeling, animation and programming to be able to create compelling 3D content. The combination of innovative end-user development tools and standards-based curriculum promoting IT fluency by shifting the pedagogical focus from programming to design, can address motivational aspects without sacrificing principled educational goals. The AgentCubes 3D game-authoring environment raises the ceiling of end-user development without raising the threshold. Our formal user study shows that with Incremental 3D, the gradual approach to transition from 2D to 3D authoring, middle school students can build sophisticated 3D games including 3D models, animations and programming.

12: **Guest Lecture: Craft Technologies** (Mike Eisenberg)

Craft technology is our term for the interweaving of computation with craft materials. This blending can take many forms, including the application of specialized software to aid in the design and construction of crafts (such as mechanical toys and paper sculpture) and in the creation of craft objects with embedded intelligence. Our particular interests lie in the educational realm - that is, we are especially interested in extending the landscape of children’s craft activities

17: **Guest Lecture: “ Magic, Heart Attacks, and Jail Stories: Challenges Associated with Consumer Health Informatics Technologies”** (Katie Siek)
Dr. Katie Siek will give an overview of three consumer health information technologies her lab works on: an assistive technology for chronically ill individuals, a performance support system for nurses, and a Personal Health Application (PHA) for older adults. She will use examples from designing, developing, and evaluating the three applications to show the need for working with experts and target population individuals. In addition, she will give insights into interdisciplinary and transdisciplinary collaborations.

**Paper:** “Mobile applications that empower people to monitor their personal health”

19: EDC-Session-2: Role Play (meet in L3D Lab, DLC 170) (Hal Eden)

24: Fall Break

26: Fall Break

**December**

1: Grander Goals (Chapter 11 in Leonardo Book)

3: Final Presentation by Student Teams about their Independent Research (Part 1)

8: Final Presentation by Student Teams about their Independent Research (Part 2)

10: Final Presentation by Student Teams about their Independent Research (Part 3)