



# Web-Based Introductory Computer Science Resources

## University of Regina

### Objectives for Innovation

Web-based educational resources

### Intended Audience

Students enrolled in introductory computer science courses

### Results Achieved

Interactive web-based resources to support computer science instruction

Animations to illustrate concepts

Flexible access for students across the province and at the University of Regina

Information technology experience for students helping to develop and maintain the web site

### Implementation

September 1998

### Program Web Site

<http://tdi.uregina.ca/~flash/cs100/index.html>

### Additional Benefits

Students employed to develop materials for this program apply their acquired expertise in further study and work assignments

Builds on materials developed for the Computer Literacy Repository

The Introductory Computer Science program provides web-based instructional resources to support face-to-face instruction in Computer Science 100: Introduction to Computers.

These materials cover topics in three main areas:

1. graphics, hypermedia and multimedia, including computer-assisted drafting, three-dimensional graphics, object-oriented graphics, presentation graphics, and computers and audio;
2. hardware, including modem, local area networks, wide area networks and e-mail;
- and 3. networking, including disk drive, input/output and recording sound.

The materials include notes and animations that illustrate the concepts outlined. A glossary and a section on frequently asked questions (FAQs) are cross-referenced to the index, notes, animations, and to each other. An animated map aids students in navigating through the web site.

The extensive use of animations and images helps to depict certain concepts more effectively than written descriptions and enhances students' understanding of the topics. The animated navigational tools also add interest and interactivity to the learning experience.

The topics cover basic information that students are required to master in the course, and can be used as a general reference by students in any introductory computer science courses.

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