

Informatics 1

Critical Skills & Practices

INF1-CRISP (INFR07003)

Week 1, Lecture 2

This week

Monday: Programme overview

 **Tuesday:** CriSP course overview

Thursday: [Making the Most of IT \(Digital Skills Team\)](#)

Teaching Staff

Lecturers



James Garforth



Persie Rolley-Parnell



Alex Taylor

Teaching Assistants (TAs)



Alex Gillespie



Sarah Immel



Kimberly Paradis

Today

CriSP Course Overview: James Garforth and Alex Taylor

Tutorials and Project: Alex Gillespie

Labs, blogs and assessment: Sarah Immel

Guest Lectures: Alex Taylor

What is Critical thinking?

Aims and motivations

- Prepare you for the rest of your degrees
- Provide a basis for:
 - **critical thinking**
 - skills to be **outstanding Informatics professionals**
 - appreciation of the **social and ethical implications of computing**
 - how to **reflect on your own learning**
 - a range of **transferable skills**, e.g., writing, presenting and working with others.
- *We do not assume programming or maths knowledge*

Learning outcomes

Through this course, you will be able to

1. describe **Informatics** as a School, subject, and profession
2. practice **key skills** required for future courses, e.g. effective communication, collaboration, time management and use of tools like version control
3. **reflect** on your own learning and identify areas of improvement
4. **design, plan and implement** in a range of technical, practice-based situations
5. demonstrate **critical thinking**, including in the social, ethical, and professional contexts of technology

This semester

Lectures: 2 per week (Monday and Tuesday at 14:10-15:00)

Guest lectures: 1 per week (week 1, weeks 7-10)

Tutorials: 1 per week with cohort leads (week 2, weeks 4-10)

Labs: 1 per week with demonstrators (weeks 3, 5, 7 and 9)

This semester

Wk	Monday (topic area)	Tuesday (skills)	Thursday
1	Introduction 1	Introduction 2	Guest Lecture
2	Reflection & Critical Practice 1	Informatics as a Profession	
3	Reflection & Critical Practice 2	Learning to Learn	
4	Human Computer Interaction 1	Working with Data	
5	Human Computer Interaction 2	Writing & Communication	
6	Design & Requirements 1	Argue with Evidence	
7	Design & Requirements 2	Bias & Cognitive Bias	Guest Lecture
8	Technology & Society 1	Methodology	Guest Lecture
9	Technology & Society 2	Sustainability	Guest Lecture
10	Futures Thinking	Feedback, Failure & Learning	Guest Lecture
11			

Project

Projects are an opportunity to **practice the skills** taught throughout this course.

They are guided by **activities during the tutorials**.

These projects are **not directly marked**, but will inform your blog posts and reflections. The reflections will be marked (more about this later).

2 Project Options: ***Course-Guided*** and ***Self-Guided***

Project - Course-Guided Project

Analyse data provided. **Create** an app for the University of Edinburgh to help first-year students adjust to this new phase in their lives:

1. **MediHelp**: A guide for finding and accessing medical care ranging from prescription management to emergency medicine.
2. **EdiNav**: Navigation assistance for those trying to navigate important places in the city and around the university.
3. **Edinburgh CARES** (Community And Volunteer Experience Service): Coordination tool for finding local community and volunteer networks in Edinburgh.

Project - Course-Guided Project

The tutorials will guide you through each step of this project, including:

1. **Analyse** data
2. **Choose** one of the app options and **identify at least three tasks** you think the app should be able to complete.
3. **Plan** out your project
4. **Write** a proposal to the University
5. **Learn** a new skill not specifically taught in any of your lectures.
6. **Design** at least three screens of the app, and create mock-ups.
7. **Report and present** the app you create.

Project - Course-Guided Project

You **don't need** to code for this project. This would be the *No-Code* option.

You can choose to code in one of these three areas (which would constitute the *Code* option):

1. **Data analysis**, either of the tabular data or of the text provided (or both)
2. **Writing (rather than just describing) the functions** to complete the tasks identified
3. Creating a **graphical display** of the screens (using a graphics library)

Project - Self-Guided Project

You can also do any project that has these 7 components (which will be covered in tutorials):

1. **Analyse** some data.
2. **Brainstorm/Ideate** to generate project ideas.
3. **Plan** out your project.
4. **Write** a proposal to the tutors of the course.
5. **Learn** a new skill not specifically taught in any of your lectures.
6. **Design** an output that has some visual components for which you can create mock-ups.
7. **Report and present** your project.

Tutorials

1 per week with cohort leads (week 2, weeks 4-10)

Why Tutorials?

- Review some of what you've learnt
- Learn more about your project and assessments
- Meet others in your cohort lead and academic family

Tutorials

Tutorials Order and Content

1. Introductions and Goal Setting (Week 2)
2. Project Ideas and Requirements (Week 4)
3. Planning (Week 5)
4. Writing in Practice (Week 6)
5. Learning Something New (Week 7)
6. Feedback (Week 8)
7. Reports and Presentations (Week 9)
8. Returning to Goals (Week 10)

Labs

1 per week with demonstrators (weeks 3, 5, 7 and 9)

Tuesday 9:00-11:00

Wednesday 15:10-17:10

Thursday 9:00-11:00

Friday 9:00-11:00

Why labs?

- Gain hands-on experience in key topics
- Experiment with different styles of learning (and Lego!)
- Learn with, and from, your peers

Labs

Each lab session, you will work through one of the following labs:

- A. Informatics Collage**
- B. Serious Play**
- C. Exploring Data**
- D. Accessibility**

These activities are spread across multiple rooms on floor 3 of Appleton Tower and are scheduled based on your tutorial group. If you're unsure which activity to complete or which room to join, check with a demonstrator!

Assessments

You will be assessed on your **reflective learning** and engagement with the learning outcomes.

Reflective Portfolio:

- 5 reflections, one for each learning outcome
 - Submit two in week 7, three in week 11 - the order is up to you!
 - (Optional) Free do-over for one of your week 7 submissions
- Each reflection asks you to provide evidence of your engagement and respond to critical reflection questions
 - ~600 words per reflection, or 3000 for all 5 learning outcomes

See Open Course for the full assessment guide

Weekly Blog

A space to record activities and topics you find interesting throughout the course (mandatory) and practice reflecting (optional)

- Document activities you plan to use as evidence in your reflections
- Not assessed for quality, but you'll need to refer to them in your assessment
- “Weekly” is a recommendation - but take it seriously!

Instructions for accessing your student blog, and advice for reflective blogging, can be found on Open Course

Guest Lectures

- Making the Most of IT (Week 1 - Thursday 24th September)
- Guest Panel
- Living Together as Equals
- Using the Command Line Interface
- Version Control using Git

Location: Appleton Tower Lecture Room 4

Time: 2:10 pm - 3:00 pm

Weeks: 1 (24/9), 7 (5/11), 8 (12/11), 9 (19/11), 10 (26/11)

Can I use Large Language Models, etc.?

We ask you not to use AI models like ChatGPT, Claude, etc. on this course. You will already know these models don't help you learn and absorb skills and knowledge, or gain understanding through experience.

We ask in particular that you don't use AI models in your project work and assessments.

We can't police your use of AI models but we encourage you to reflect on your education and what you would be gaining from using them (i.e., not a lot).

Important Links

Open Course: <https://opencourse.inf.ed.ac.uk/inf1-crisp>

EdStem: <https://edstem.org/eu/courses/3351/discussion>

Course Catalogue: <http://www.drps.ed.ac.uk/26-27/dpt/cxinfr07003.htm>

InfPALS: <https://infpals.github.io/index.html>

Contact us?

- If you have course specific concerns, use EdStem. Ask a question anonymously if you're more comfortable with that (though not anonymous to the teaching staff).
 - [EdStem CriSP Link](#)
- If you have personal concerns, use the CriSP email address (don't forget to introduce yourself in the email).
- It's very unlikely we will reply to you outside of our working hours. We will do our best to reply within 48 hours (usually sooner) not counting weekends.
- If there is an emergency, the phone numbers and email addresses for University security are on the back of student cards.
- If someone is in danger of harm, call the emergency services on 999.

University and College Union (UCU) UOE Strike

Why we're striking?

UoE is proposing to cut expenditure by £140m, layoff significant numbers of staff and merge courses.

UCU is a national body. The majority of members of the union at UoE have elected to strike.

This is important for all current and future academics, and the future of UoE as an outstanding university.

Our pay is docked when we strike.

When will the strike happen?

Strikes are planned from week 2 to week 6 inclusive, so 5 weeks.

What should you do during the strikes?

First, we invite you to join us on picket lines. The quality of UoE and your education will be directly impacted by the University's proposed cuts, staff losses and course changes.

On this course, your priority should be to follow the guidance and instructions for the project.

[Learn more about our demands](#)

[Eventbrite Link to student-staff assembly event AT Lecture Room 4, Thurs 24th Sep 5pm-7pm](#)