CENTRAL UNIVERSITY OF KERALA
DEPARTMENT OF COMPUTER SCIENCE
M.Sc. COMPUTER SCIENCE – PROGRAMME STRUCTURE

OPEN ELECTIVE COURSES (for other departments)*					
COURSE CODE	COURSE TITLE	CONTACT HRS/WEEK			CREDITS
		LEC	LAB	TUT	
CSC5076	Enjoyable programming	2	1	1	4

This is a problem solving and **employability based skill development course**.

Course Objective:
The objective of the course is to provide theoretical and practical aspects of enjoyable programming.

By completing this course, students will obtain the following course/learning outcomes:
1. Knowledge to be gained:
   (i) Programming concepts and its usage.
2. Skill to be gained:
   (ii) Visual modelling of environment and its coding
3. Competency to be gained:
   (iii) Development of videos and games

Prerequisites: Nil

Grading:

Lab implementation	– 30%
Assignment/Quiz/presentation	– 5%
Class Test	– 5%
Final Exam	– 60%

CSC5076 – Enjoyable Programming

Module 1
Introduction to programming, conditional statements, loops

Module 2
Introduction to Alice, programming constructs available in Alice, modelling using Alice, case studies.

Module 3
Introduction to Scratch, programming constructs available in Scratch, modelling using scratch, case studies.

Module 4
Working with Blockly, CoderZ, Tynker. Case studies.

Reference

1. Alice Programming, Harold L Rogler, Kendall/Hunt Publishing Co ,U.S.; Second edition, 2016
2. Computer Coding for Kids: A unique step-by-step visual guide, from binary code to building games, Carol Vorderman, DK Children, 2017