

SAULT COLLEGE OF APPLIED ARTS & TECHNOLOGY
SAULT STE. MARIE, ONTARIO



COURSE OUTLINE

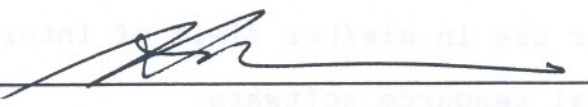
COURSE TITLE: COMPUTER PROJECTS

CODE NO.: FOR 362-3 **SEMESTER:** VI

PROGRAM: FISH & WILDLIFE, PARKS & RECREATION, AND
FOREST MANAGEMENT TECHNOLOGY

AUTHOR: ERWIN GOERTZ

DATE: JULY 1992 **PREVIOUS OUTLINE DATED:** SEPTEMBER 1991

APPROVED:  **DATE** July 16 1992

DEAN

COMPUTER PROJECTS

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TOTAL CREDIT HOURS: 48

PREREQUISITE(S): COMPUTER APPLICATIONS (FOR 367)

I. PHILOSOPHY/GOALS:

This course furthers the student's ability to operate an IBM compatible microcomputer and allows the student to use software dealing with his/her area of interest.

This is a project-oriented course in which the student will make contact with an outside natural resource agency (MNR, Conservation Authority, Ducks Unlimited, private logging company, tourism association, Algoma Central Railway, Forest Research Centre, Fish Hatchery...) and complete a project using a microcomputer. The project will meet some aspect of the agency's information needs.

In addition to assisting students with their individual projects, class time will be used to introduce students to resource oriented software packages.

II. STUDENT PERFORMANCE OBJECTIVES:

Upon successful completion of this course the student will:

1. Use an IBM compatible microcomputer and the operating system (MS-DOS) with confidence.
2. Identify microcomputer use in his/her field of interest.
3. Effectively use natural resource software.
4. Complete a microcomputer based project for a natural resource agency.
5. Convey methodology/results of his/her project both orally and in written form.

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III. TOPICS TO BE COVERED:

1. Using MS-DOS and an IBM compatible microcomputer.
2. Running application-oriented software.
3. Software demonstrations.

IV.	<u>LEARNING ACTIVITIES</u> (optional)	<u>REQUIRED RESOURCES</u>
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September	14	Introduction to Course/ Project Definition	-Software will be provided by the instructor or the natural resource agency involved. -Students to bring diskettes to each class.
	21	Software Demonstration	
	25	PROJECT DEFINITION OUTLINE DUE (20% of final mark)	
Sept. 28, Oct.5		No class - Students at Field Camp.	
	19	Software Demonstration	
	26	Software Demonstration	
November	02	Interim oral progress presentation (5%)	
	09	Software Demonstration	
	16	Software Demonstration	
	23	WRITTEN REPORT due (20% of final mark)	
	23	Software Demonstration	
	30	STUDENT PRESENTATIONS TO CLASS (10%)	
December	07	STUDENT PRESENTATIONS TO CLASS	
	14	Software Demonstration	

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V. EVALUATION METHODS: (INCLUDES ASSIGNMENTS, ATTENDANCE REQUIREMENTS ETC.)

Making contact with the Employer/ defining the PROJECT, submitting the PROJECT OUTLINE and CONTRACT	25%
Attendance	10%
Written Report	20%
Interim Presentation to Class on Progress	5%
Oral Presentation to Class	10%
Instructor/Employer Evaluation of Project	30%
	100%

GRADES:

A+	90 - 100%
A	80 - 89%
B	70 - 79%
C	60 - 69%
R	<60%

VI. REQUIRED STUDENT RESOURCES

A minimum of two (2) double sided, double density 5 1/4" floppy diskettes. It is highly recommended that students purchase a box of ten (10) diskettes for the copying of public domain software covered in the course.

VII. ADDITIONAL RESOURCE MATERIALS AVAILABLE IN THE COLLEGE LIBRARY BOOK SECTION:

1. The professional microcomputer handbook REF QA 76.5 .F464 1986
2. How to buy software: The master guide to picking the right program QA 76.6 .G58 1984
3. Additional reference texts and software may be signed out from the instructor.

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VIII. SPECIAL NOTES:

Students with special needs (e.g. physical limitations, visual impairments, hearing impairments, learning disabilities) are encouraged to discuss required accommodations confidentially with the instructor.

Your instructor reserves the right to modify the course as he/she deems necessary to meet the needs of students.

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EXAMPLES OF POSSIBLE PROJECTS

1. Summarize PARKS statistics for a provincial park.
2. Summarize field data relating to forest tree or insect research using LOTUS 1-2-3 or one of the common statistical packages.
3. Write a "BASIC" program to perform some natural resource task.
4. Use a wildlife program to **manage** the white-tail deer population on St. Joseph Island.
5. Use a wildlife program to **summarize** the white-tail deer harvest on St. Joseph Island.
6. Seek out state-of-the-art software from local OMNR district office, FRG office, Lamprey Centre, Fish Hatchery etc... and learn how to use it and complete work for that agency.

Examples:

- Crop Planning (FRG)
- Silvicultural Information System (S.I.S.)
- Fishnet
- Portable Data Recorder Software

7. Summarize fish data received from anglers in the annual salmon CAN/AM derby.
8. Review the Lakes and Rivers Improvement Act software used by MNR District staff and compare with Ministry of Transportation methodology.
9. Utilize a software package called "GRAPHER" to produce graphs/charts etc.
10. Utilize a software package called "HARVARD GRAPHICS" to produce graphs/charts etc.
11. Compare "Time-of-death" methods (temperature vs. eye pupil) and summarize for white-tail deer harvested on St. Joe Island.