Tutorial 1

Objective

This week’s tutorial is simply a ice-breaking exercise. The aim is to help you get to know your tutor and your class mates.

The aim of the tutorial is to help you:

1. Realise that - whatever your previous knowledge of programming - there are other students in your class with the same level of knowledge as you

2. Understand the amazing diversity in backgrounds and interests of the Monash (and in particular the Faculty of IT) student body

3. Have fun and relax with your class mates

Required resources

To participate in this tutorial:

• A pen and a notepad

• A little imagination and acting ability (to help you lie convincingly - read on ...)

Tasks

Once the class has settled, and everybody has arrived and taken a seat you tutor will begin an introduction to the unit and to the tutorial. If your tutorial is before the lecture the tutor may take a few moments to talk to you about the unit. Most of the information about the nature and structure of the unit will be described in the lecture. However, you can ask questions of your tutor about the unit. After a while your tutor will give you a number. Somebody else in the room has the same number. When the tutor give you the signal, go around the room, talking to people trying to find the other person who has the same number as you. When you find them, you have to interview them - and they will interview you. Find out the following information:

• Their name

• What suburb they live in

• If they have any experience writing computer software, and if yes, in what languages
• What degree and major they are doing
• What career they think they might like once they have finished University
• Their main interests and hobbies
• Something about them that is interesting or surprising

Once, everybody in the class has finished interviewing their numbered partners - go back to the seat you were originally in. The tutor will now ask each person in the class - one at a time - to give a summary of the information that they obtained about the person they interviewed. You don’t have to re-tell everything you discovered about the person but give the class a summary of what you found out. When you do this, tell one lie about the person. Try to make the lie and the way you tell it believable - the class has to guess what it was you said about the person that was untrue (the person you are talking about should try not to give the game away).