

# Studio Overview: CSCI 203

These instructions are [adapted from Ron Cytron](#) at Washington University in St. Louis.

- We gather as a community in studio session to learn from each other. Our community includes: Instructors, TAs, Students
- Our community is egalitarian in terms of learning: all of us will have questions and all of us should try to provide answers.
- The idea is to challenge each other and to share what we discover.
- You are free (downright encouraged) to collaborate in this session:
  - Primarily within your small group of 2-3 people
  - Secondly with any group in the class
  - As much as you like with the instructor and TAs
- In studio, the instructor's mission is to observe, interact, and work with groups.
  - How you think, work, and arrive at a solution is more important than getting the right answer. Thus, the instructor and TAs will observe you throughout the exercise and offer constructive feedback.
  - The help you receive may be incomplete so that you can work through more of the solution on your own. Do not hesitate to ask for more help.
- In the studio, the student's mission is to acquire new knowledge and skills by the collaborative solving of problems.
  - You are not graded on whether you get wrong or right answers. You are not graded on if you finish - it is likely that you won't finish some labs.
  - **You are primarily graded on your level of participation in studio.**
  - **You may receive a short question in class related to the lab that contributes to your lab grade.**
- Participation is defined as:
  - *Asking* questions, at any level, of any person in the studio
  - *Discussing* possible solutions with people in the studio
  - *Helping* somebody in the studio solve a problem
  - *Presenting* or *demonstrating* your solution to people in the studio
  - *Documenting* your group's experiences in studio
- Please eliminate external stimuli (phones, group chats, etc.) during studio. Please devote yourself to learning, mastering, and extending the material for the session.