Liverpool John Moores University

Title:	COMPUTING IN PRACTICE
Status:	Definitive
Code:	**4002BECK** (118370)
Version Start Date:	01-08-2011
Owning School/Faculty:	Computing and Mathematical Sciences
Teaching School/Faculty:	Beckett College London

Team	Leader
Thomas Berry	Y

Academic Level:	FHEQ4	**Credit Value:**	24.00	**Total Delivered Hours:**	72.00
Total Learning Hours:	240	**Private Study:**	168		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	24.000
Practical	24.000
Tutorial	24.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Workshop activities to be examined by online tests	40.0	
Artefacts	AS2	Workshop activities that lead to the construction of a poster.	60.0	

Aims

To introduce the student to a range of practical aspects of computing and the associated tools and techniques used in them.

Learning Outcomes

After completing the module the student should be able to:

1 Demonstrate knowledge of a range of practical topics in computing.
2 Identify suitable methods for developing solutions to problems in computing.
3 Apply the appropriate tools and techniques to practical aspects of computing.
4 Identify practical solutions to problems in computing.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Workshop portfolio	1		
Poster	2	3	4

Outline Syllabus

The lectures will deliver a range of topics, each supported by formative tutorial exercises and practical sessions, as appropriate. The module gives a flavour of each of the CMP Computing programmes with topics including:

Business systems analysis
Database applications
Algorithm analysis
Multimedia applications
Computer Games development
Forensic computing

Students then undertake activities with directed learning to extend the topics presented and enable them to apply the appropriate tools and techniques to develop practical solutions to the selected problems.

Learning Activities

Lectures, tutorial activities and computer lab practical sessions are used to deliver the topics, and students undertake workshop activities to develop their skills.

References

Course Material	Book
Author	Bocij, P., Chaffey, D., Greasley, A., Hickie, S.
Publishing Year	2008
Title	Business Information Systems
Subtitle	Technology, Development and Management for the E-Business
Edition	

Publisher	Prentice-Hall
ISBN	027371662X

Course Material	Book
Author	Chapman, C, Chapman, N.
Publishing Year	2009
Title	Digital Multimedia
Subtitle	
Edition	3rd
Publisher	John Wiley & Sons
ISBN	0470512164

Course Material	Book
Author	Rabin, S.
Publishing Year	2005
Title	Introduction to Game Development
Subtitle	
Edition	
Publisher	Charles River Media
ISBN	1584503777

Course Material	Book
Author	Nelson, B.
Publishing Year	2007
Title	Guide to Computer Forensics and Investigations
Subtitle	
Edition	3rd
Publisher	Addison Wesley
ISBN	1418067334

Course Material	Book
Author	Sommerville, I.
Publishing Year	2006
Title	Software Engineering
Subtitle	
Edition	8th
Publisher	Addison Wesley
ISBN	0321313798

Course Material	Book
Author	Weber, A.
Publishing Year	2008
Title	Creating your world: the official guide to advanced content creation for second life
Subtitle	
Edition	
Publisher	Wiley

ISBN	0470171146

Notes

This module introduces students to a range of practical topics associated with the application of computing, and enables them to develop the skills to use the appropriate tools and techniques in these selected areas.