

## Liverpool John Moores University

Title: COMPUTING IN PRACTICE  
Status: Definitive  
Code: **4003HCOM** (118820)  
Version Start Date: 01-08-2011

Owning School/Faculty: Computing and Mathematical Sciences  
Teaching School/Faculty: HELP College

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

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

<b>Publisher</b>	Prentice-Hall
<b>ISBN</b>	027371662X

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

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

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

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

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

<b>ISBN</b>	0470171146
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### **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.