

Liverpool John Moores University

Title: COMPUTING IN PRACTICE
Status: Definitive
Code: **4003ONLINE** (103088)
Version Start Date: 01-08-2011

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

Team	Leader
Glyn Hughes	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: Runs Twice - S1 & S2

Component	Contact Hours
Lecture	24.000
Online	24.000
Practical	12.000
Tutorial	12.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Practical activities to be examined by online test.	40.0	
Artefacts	AS2	Practical 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.

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:

Practical activities	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.

*Database applications
Data structures and efficiency
Multimedia applications
Computer Games development*

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

Learning Activities

Recorded online lectures and tutorial activities are used to deliver the topics, and students undertake some activities to develop their practical 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
Edition	
Publisher	Prentice-Hall
ISBN	027371662X

Course Material	Book
Author	Chapman, C. and Chapman, N.
Publishing Year	2009
Title	Digital Multimedia
Subtitle	
Edition	3rd Edition
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	Sommerville, I.
Publishing Year	2006
Title	Software Engineering
Subtitle	
Edition	8th Edition
Publisher	Addison Wesley
ISBN	0321313798

Course Material	Book
Author	Weber, A.
Publishing Year	2008
Title	Creating your world
Subtitle	the official guide to advanced content creation for second life
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.
All online activities are scheduled.