

Liverpool John Moores University

Title: COMPUTER SCIENCE WORKSHOP
Status: Definitive
Code: **4116COMP** (121214)
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics
Teaching School/Faculty: Computer Science and Mathematics

Team	Leader
Hoshang Kolivand	Y

Academic Level: FHEQ4 **Credit Value:** 20 **Total Delivered Hours:** 55
Total Learning Hours: 200 **Private Study:** 145

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Workshop	55

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Group work to design a computational solution to a given problem and demonstrate an implementation	100	

Aims

The module aims to introduce the students to problem solving using previously learnt programming skills.

Learning Outcomes

After completing the module the student should be able to:

- 1 Understand how to plan problem solutions as part of a technical team.
- 2 Describe computer science solutions through specification, design and implementation of software.
- 3 Analyse computer programs; determining the behaviour of the program from its source code and rewriting or adding to existing code.
- 4 Recognise the facilities offered by modern CASE tools such as integrated development environments and source code repositories

Learning Outcomes of Assessments

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

Group work	1	2	3	4
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Outline Syllabus

Programming Workshop

Learning Activities

Activities will be based around a given problem topic. The sessions will be computing laboratory based, led by the students, with the support of tutorial staff. Students will form small software development teams to develop from specification through design to implementation and research, where necessary, a solution to the given problem.

Notes

This module is intended to introduce students to the skills required for developing technical computer science solutions in software as part of a development team. Each team will be fully supported by a staff member but the students will be expected to arrive at solutions and acquire for themselves the necessary