Computer Science Workshop

Module Information

2022.01, Approved

Summary Information

Module Code	4216COMP
Formal Module Title	Computer Science Workshop
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 4
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

Learning Methods

Learning Method Type	Hours
Lecture	6
Tutorial	38

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-CTY	CTY	January	12 Weeks

Aims and Outcomes

Aims	The module aims to strengthen programming skills of the students in a group-based environment to foster their computer science problem solving skills.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Understand how to work as a team towards a shared goal.
MLO2	2	Share their ideas on a problem on a structured way for the benefit of the student's technical team.
MLO3	3	Analyse and contribute to the behaviour of a program written by someone else.
MLO4	4	Utilize the facilities of modern IDEs and SCMs to collaborate with others and to streamline development in a group-working context.

Module Content

Outline Syllabus	Software development methodologiesTeam working principles for software developmentProblem decompositionCollaboration tools in popular IDEsDiagramming tools supporting designUnderstanding third party code via behavioural analysis
Module Overview	This module introduces you 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 the delivery team. You will be expected to arrive at solutions yourself, acquire most of the necessary skills and knowledge yourself, and support your team members to strengthen cohesion and to arrive at solutions earlier.
Additional Information	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 the delivery team but the students will be expected to arrive at solutions themselves and acquire most of the necessary skills and knowledge themselves as well (e.g., they will also be expected to support their team members to strengthen cohesion and to arrive at solutions earlier).

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Group work	100	0	MLO1, MLO2, MLO3, MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Pavel Semukhin	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings