

## Professional Practice

### Module Information

2022.01, Approved

#### Summary Information

Module Code	4502SDLBHG
Formal Module Title	Professional Practice
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	10
Academic level	FHEQ Level 4
Grading Schema	40

#### Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

#### Partner Teaching Institution

Institution Name
Beaconhouse Group

#### Learning Methods

Learning Method Type	Hours
Online	22

#### Module Offering(s)

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

#### Aims and Outcomes

Aims	To develop students understanding of professionalism in computing, and working in the computing industry. To consider ethical frameworks and codes of conduct for the computing industry. To encourage personal development planning activities appropriate for Career Development.
------	---

**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Describe the ethical theories that have been used to formulate codes of conduct for computing professionals.
MLO2	2	Recognise and explain the legal landscape that applies to the computing profession.
MLO3	3	Identify a personal development plan to support their studies and future career path that demonstrates their own self-awareness within the Computing Industry.

### Module Content

Outline Syllabus	Information access and consumption Ethical computing Professional codes of conduct for Computing Computing and the law Personal Development Planning and Career preparation Cyber ethics Technology and Crime Risks in IT Projects Surveillance and Automated Tracking Technology Privacy and censorship
Module Overview	
Additional Information	This module provides students with an opportunity to consider their future role as a computing professional. The tutorials and discussions will be used to develop strategies that can be used by the students and provide opportunities for them to understand the field of Computing in a more effective way.

### Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Reflection	Reflection Task	20	0	MLO3
Exam	Examination	80	2	MLO1, MLO2

### Module Contacts

#### Module Leader

Contact Name	Applies to all offerings	Offerings
Hulya Francis	Yes	N/A

#### Partner Module Team

Contact Name	Applies to all offerings	Offerings