

Liverpool John Moores University

Title: COMPUTING IN PRACTICE
Status: Definitive
Code: **4507YCOM** (116065)
Version Start Date: 01-08-2012

Owning School/Faculty: Computing and Mathematical Sciences
Teaching School/Faculty: Kolej Teknologi YPC-ITWEB

Team	Leader
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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
Essay	AS1	Individual Essay on a development topic	40.0	
Artefacts	AS2	Workshop activities that lead to the group construction of a poster.	60.0	

Aims

To introduce the student to a range of development 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 development 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:

Individual Essay	1			
Poster	2	3	4	

Outline Syllabus

Overview of the Software Development Process

Overview of Project Management

Gathering Requirements

Making Sense of Requirements

Producing a Design

Common Design and Development Tools

Problem Solving: Moving from Design to Implementation

Approaches to Testing

Report Writing and drawing conclusions

Working in cohort groups and teams within those groups, students will select a topic appropriate to their programme and produce a project proposal. The proposal will build on the activities in semester 1 and cover

Investigation of the requirements and feasibility of the idea

Scheduling the software development

Gathering information for the proposal

Choosing appropriate development tools

Making an outline test plan

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

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

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

Course Material	Book
Author	Adams
Publishing Year	2010
Title	Fundamentals of Game Design
Subtitle	
Edition	2nd
Publisher	New Riders
ISBN	0321643372

Course Material	Book
Author	Bocij, P., Chaffey, D., Greasley, A., Hickie, S.,
Publishing Year	2008
Title	Business Information Systems, Technology
Subtitle	Development and Management for the E- Business
Edition	
Publisher	Prentice Hall
ISBN	027371662X

Notes

This module introduces students to a range of practical topics associated with the development of computing solutions, and enables them to develop the skills to use the appropriate tools and techniques in these selected areas.