

Computer Science Workshop

Module Information

2022.01, Approved

Summary Information

Module Code	4516CSQR
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
LJMU Partner Taught

Partner Teaching Institution

Institution Name
Oryx Universal College WLL

Learning Methods

Learning Method Type	Hours
Workshop	55

Module Offering(s)

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

Aims and Outcomes

Aims	The module aims to introduce the students to problem solving using previously learnt programming skills.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Understand how to plan problem solutions as part of a technical team.
MLO2	2	Describe computer science solutions through specification, design and implementation of software.
MLO3	3	Analyse computer programs; determining the behaviour of the program from its source code and rewriting or adding to existing code.
MLO4	4	Recognise the facilities offered by modern CASE tools such as integrated development environments and source code repositories

Module Content

Outline Syllabus	Programming Workshop
Module Overview	
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 a staff member but the students will be expected to arrive at solutions and acquire for themselves the necessary

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
Martin Randles	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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