

Summary Information

Module Code	5613TECYPC
Formal Module Title	Software Applications for E-Business
Owning School	Engineering
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

Partner Teaching Institution

Institution Name
YPC International College (Kolej Antarabangsa YPC)

Learning Methods

Learning Method Type	Hours
Lecture	24
Practical	24
Tutorial	24

Module Offering(s)

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

Aims and Outcomes

Aims	To promote group activity using IT as an integrating function between internal company operations. This requires the use of back-office applications. To introduce the main principles and techniques of application integration, mapping and processing of data through a simulated business process. To develop students practical programming capability to build windows-based applications and generate effective user and technical documentation.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Demonstrate understanding of practical knowledge in area such as data processing within typical software application
MLO2	2	Produce a design specification to tackle a business problem and show how applications and web-sites are linked through the client interface to a server
MLO3	3	Create internet sites using commercial software and OOP concept for intranet sites and Window programming
MLO4	4	Develop a commercial Windows application supported by a technical document

Module Content

Outline Syllabus	Use of web site and application builder to develop an on-line application. Use of databases and e-commerce applications. Integration and transfer of captured order data to Financial / Spreadsheet applications, report view, planning and scheduling systems. The Object-Oriented Programming Environment. e.g. C#.net. Communicating with other Windows applications. Development of application using appropriate tools such as Visual Studio.
Module Overview	
Additional Information	The module provides students with a practical problem in a group-learning environment. To complete the assessments satisfactorily, students will need to participate in the group work activities of the module. Students will design and develop their own original applications, apply programming skills learned to create meaningful applications for the world of e-business.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Practice	App development & Presentation	100	0	MLO1, MLO2, MLO3, MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Karl Jones	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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