Liverpool John Moores University

Title:	WEB-BASED INFORMATION SYSTEMS WORKSHOP
Status:	Definitive
Code:	**6008SUMCOM** (103012)
Version Start Date:	01-08-2011

Owning School/Faculty: Computing and Mathematical Sciences
Teaching School/Faculty: Computing and Mathematical Sciences

Team	emplid	Leader
Glyn Hughes		Y

Academic Level:	FHEQ6	**Credit Value:**	12.00	**Total Delivered Hours:**	36.00
Total Learning Hours:	120	**Private Study:**	84		

Delivery Options
Course typically offered: Summer

Component	Contact Hours
Lecture	4.000
Practical	32.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Development of web-based system	100.0	

Aims

To increase the student's insight into the selection and use of appropriate analysis and design methods applicable to web-based information systems development and to develop their expertise in the use of these methods and associated developmental tools.

Learning Outcomes

After completing the module the student should be able to:

1   Assess the suitability of various requirements analysis methods and tools for a real-world web-based applications.
2   Explain and apply the relationship between requirements analysis and an appropriate design.
3   Explain and apply the techniques involved in the implementation of a web-based information system product through properly controlled project management procedures.
4   Assess the quality control procedures employed in a project implementation.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Report   1   2   3   4

Outline Syllabus

The syllabus consists of a suitable project that the students execute in a small team. The students will follow the project through its complete lifecycle and produce a report to document and evaluate their work. Suitable projects include (among others):

·A Customer Order trading and tracking system
·A technical support framework for products
·An online customer relationship management system
·An advanced auction system
·A database visualization and data mining system

Learning Activities

Includes attending lectures and lab sessions as well as reading handouts, papers and tools.

References

Course Material	Book
Author	England,E. Finney,A.
Publishing Year	2001
Title	Managing Multimedia: Project Management for interactive media.
Subtitle	
Edition	3rd Edition
Publisher	Addison Wesley Longman
ISBN	

Course Material	Book
Author	Barfield,L.
Publishing Year	2003
Title	Designing for New Media
Subtitle	
Edition	
Publisher	Addison Wesley
ISBN	

Course Material	Book
Author	Bates C.
Publishing Year	2002
Title	Web programmimg – building internet applications
Subtitle	
Edition	2nd Edition
Publisher	Wiley
ISBN	

Course Material	Book
Author	Various
Publishing Year	0
Title	Case study documentation, other appropriate tools, software documentation and literature
Subtitle	
Edition	
Publisher	
ISBN	

Notes

This module covers the specification, design and implementation issues relating to real-world web-based information systems by looking at a team-based project.