

Liverpool John Moores University

Title: Forensic Investigatory Practice
Status: Definitive
Code: **6203COMP** (128003)
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics
Teaching School/Faculty: Computer Science and Mathematics

Team	Leader
Thomas Berry	Y
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Academic Level: FHEQ6 **Credit Value:** 20 **Total Delivered Hours:** 44
Total Learning Hours: 200 **Private Study:** 156

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	12
Practical	12
Workshop	20

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Simulated crime scenario on a storage device	20	
Presentation	AS3	Presentation of the evidence from the simulated crime	30	
Report	AS2	Forensic report for simulated crime	50	

Aims

To develop an understanding of the role of the expert witness in trials involving Computer Forensics.

To identify a range of appropriate methodologies and tools used during an investigation.

To perform analysis of forensic images and preparation for presentation of results in a court of law.

Learning Outcomes

After completing the module the student should be able to:

- 1 Critically analyse and apply techniques used by criminals to hide data
- 2 Apply complex combinations of computer forensics techniques typically used in a modern legal case
- 3 Critically evaluate the outcomes of a computer forensic image analysis
- 4 Appraise legal issues arising from a computer forensic investigation and its presentation to a court of law
- 5 Communicate complex technical information resulting from a computer forensics investigation appropriate for a legal context such as a court trial

Learning Outcomes of Assessments

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

Simulated Crime	1		
Forensic Presentation	5		
Forensic Report	2	3	4

Outline Syllabus

*Identification of techniques used by criminals to commit crimes on digital devices,
Preparing a digital device for investigation,
Processing the crime or incident scene,
Search preparation and the tools required to perform a search,
Securing evidence from a digital device,
Data acquisition and the use of write blockers,
Reporting the results of an investigation,
The role of the expert witness in a court of law,
English Law and its application to Computer Forensic investigations,
Maintaining the chain of custody to ensure the integrity of evidence.*

Learning Activities

Lectures and practical work. The practical work builds on core forensic computing and English law concepts covered in the lectures, and involves both lab and workshop activities.

Notes

To provide an understanding of Computer Forensics investigations and the presentation of evidence in a court of law. The assessment is structured around the phases of a computer forensic investigation, starting with the 'crime', its analysis and finally the presentation of evidence. Where normally a module would have two items it practice with this module it makes more sense to pause to assess after each phase, as they are dependent on the previous phase.