

## Subject Description Form

<b>Subject Code</b>	COMP 1901
<b>Subject Title</b>	Seminars and Topics in Information Technology
<b>Credit Value</b>	3
<b>Level</b>	1
<b>Pre-requisite/ Co-requisite/ Exclusion</b>	Nil
<b>Objectives</b>	<p>The objectives of this subject are to:</p> <ol style="list-style-type: none"> <li>1. Educate and inspire the students about different aspects of Information Technology and its applications.</li> <li>2. Cultivate students' global outlook through the local and international social impact of Information Technology.</li> <li>3. Cultivate and develop students' creative thinking, computational problem-solving and logical reasoning skills.</li> <li>4. Educate students on different aspects of entrepreneurship and the process of creating new ventures in the information technology industry.</li> <li>5. Engage the students in desirable forms of learning in university, including self-regulation, autonomous learning and deep understanding.</li> </ol>
<b>Intended Learning Outcomes</b>	<p>Upon completion of subject, students will be able to:</p> <ol style="list-style-type: none"> <li>a. Demonstrate an understanding and enthusiasm of the different types of computing disciplines.</li> <li>b. Develop problem-solving skills and apply basic computational or engineering concepts to solving simple problems.</li> <li>c. Understand business models, aspects and the role of entrepreneurship in the computing industry.</li> <li>d. Search for information, formulate a project plan, and manage a project with initiative.</li> <li>e. Be aware of the University's expectations for honest academic behaviors and to understand the importance of academic integrity, including definitions and good practices by which to stay clear of dishonest behaviors and academic plagiarism.</li> </ol>
<b>Subject Synopsis/ Indicative Syllabus</b>	<p><i>Online Tutorial on Academic Honesty</i></p> <p>Students are required to complete successfully an <b>Online Tutorial on Academic Honesty</b> on or before week 5 of the semester. The students will understand the importance of academic honesty by completing the Online Tutorial.</p>

	<p><b><i>Renowned Speaker Seminars</i></b>  One seminar will be given by a renowned speaker to introduce students to the computing and engineering disciplines and to enthuse them about their major study. The seminars will also cultivate students' global outlook. The seminar will be composed of a pre-seminar, and then the actual seminar. The pre-seminar aims at preparing the students for the actual seminar. The actual seminar will be delivered by the renowned speaker.</p> <p><b><i>Seminars</i></b>  The other seminars will be delivered by professors and/or reputable professionals in computing and engineering. They are designed to educate students about the various fields in engineering, as well as more relevant information in the field of computing, in particular about the different areas covered by the streams of study in the Department. The objective is to arouse their interest in computing, cultivate their sense of belonging to the profession, and educate them about their study options within the Department, besides an overview of various engineering disciplines.</p> <p><b><i>Freshman Project</i></b>  The Freshman Project is designed to develop students' creativity, problem-solving skills and team-work abilities through learning and practicing basic concepts in computing and/or engineering. Students will work in small groups to design and implement engineering and/or IT solutions to some given problems.</p> <p><b><i>Departmental Projects</i></b>  The Departmental Projects are designed to familiarize students about the Department and the University. Students will work in small groups to design and investigate topics relating to academic staff and the field of computing. One project is designated to knowing more about the department and its staff members. The second project is designed to develop students' appreciation and understanding about entrepreneurship and the commercialization process through seminars/workshops and identifying technology opportunities for potential applications.</p>
<p><b>Teaching/Learning Methodology</b></p>	<p><b><i>Online Tutorial on Academic Integrity</i></b>  The <i>Online Tutorial on Academic Honesty</i> is developed by the University to help the students understand the importance of academic honesty. By going through the Online Tutorial, students will be aware of the importance of upholding academic honesty during University study. They will also learn about proper citation and referencing methods to avoid plagiarism, and the various supports that are available in the University.</p> <p><b><i>Seminars</i></b>  The seminars are designed to arouse students' interests about the computing and engineering disciplines and industries. The mode of delivery will be interactive and engaging. Students will be</p>

	<p>motivated to make preparations by researching for information and doing background reading. They will be encouraged to raise questions and discuss with the presenters. Assessments will consist of quizzes that are designed to measure students' learning outcomes as well as to encourage participation and interaction.</p> <p><b><i>Freshman Project</i></b>  The Freshman project is intended to teach students basic computing and/or engineering concepts. Lectures and workshops will be held to teach the concepts, and students will then work in groups to propose, design and develop a project that is designed to apply and practice the concepts learned. Students will be given opportunities to interact closely with staff and other students, and to develop their problem-solving, teamwork and interpersonal skills. Assessment components will consist of demonstration, and/or code inspection, presentation and reports.</p> <p><b><i>Departmental Projects</i></b>  In the first departmental project, students will work in groups to investigate topics relating to faculty members and the field of computing. Assessment components will consist of reports and/or presentations. The second departmental project is intended to develop students' appreciation and understanding about entrepreneurship and the commercialization process for selected information technology topic(s). Students will work in groups on a project that is designed to apply and practice the entrepreneurship concepts with the application of different IT disciplines. Assessment will focus towards students' understanding about entrepreneurship, innovation and creativity, in the form of report and/or presentation.</p>																																	
<p><b>Assessment Methods in Alignment with Intended Learning Outcomes</b></p>	<p>Students' performance in this subject will be assessed by using a letter-grading system in accordance with the University's convention from grade F (failure) to A+. The relative weights of the different assessment components are as follows:</p> <table border="1" data-bbox="580 1447 1361 1953"> <thead> <tr> <th rowspan="2">Specific assessment methods/ tasks</th> <th rowspan="2">% weighting</th> <th colspan="5">Intended subject learning outcomes to be assessed</th> </tr> <tr> <th>a</th> <th>b</th> <th>c</th> <th>d</th> <th>e</th> </tr> </thead> <tbody> <tr> <td><b>Online Tutorial on Academic Honesty</b></td> <td>0%</td> <td></td> <td></td> <td></td> <td></td> <td>✓</td> </tr> <tr> <td><b>Seminars Quizzes</b></td> <td>10%</td> <td>✓</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td><b>Freshman Project Demonstration, and/or code inspection, presentation and/or reports</b></td> <td>40%</td> <td></td> <td>✓</td> <td></td> <td>✓</td> <td></td> </tr> </tbody> </table>	Specific assessment methods/ tasks	% weighting	Intended subject learning outcomes to be assessed					a	b	c	d	e	<b>Online Tutorial on Academic Honesty</b>	0%					✓	<b>Seminars Quizzes</b>	10%	✓					<b>Freshman Project Demonstration, and/or code inspection, presentation and/or reports</b>	40%		✓		✓	
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	<p><i>Explanation of the use of the different assessment methods in assessing the intended learning outcomes:</i></p> <p>Quizzes are intended to test the students' understanding of the concepts covered in the seminars. Through projects, students can demonstrate their creativity, problem-solving, logical reasoning and interpersonal skills. They can also demonstrate their ability to search for information, formulate a project plan, and to manage a project with initiative. Through business plans, students can demonstrate their understanding about entrepreneurship.</p> <p>In order to pass this subject, students must obtain a Grade D or above for total marks in the <i>seminars</i> and <i>projects</i> components, <b><i>and</i></b> passed the <i>online tutorial on academic honesty</i> on or before Week 5.</p>														
<b>Student study effort expected</b>	Class Contact:														
	Seminars	6 hours													
	Freshman Project	15 hours													
	Departmental Projects	15 hours													
	Other student study effort:														
	Online tutorial on academic honesty, self-study, information search, meetings and discussions, assignments, projects, etc.	69 hours													
	Total student study effort	105 hours													
<b>Reading list and references</b>	<ol style="list-style-type: none"> <li>1. H. Scott Fogler and Steven E. LeBlanc, Strategies for creative problem solving, Prentice Hall, 2008.</li> <li>2. Timothy O'Leary, Linda O'Leary. Computing Essentials 2010, Complete Edition (O'Leary) Career Education, 2010.</li> <li>3. Lakshmi Prayaga, Jeffrey Hawthorne, and Alex Whiteside, Android App Inventor for the absolute beginner, Cengage Learning PTR, 2014.</li> <li>4. Tyler, Jason, App inventor for Android : build your own apps--no experience required! Wiley, 2011.</li> <li>5. David Wolber, App Inventor : create your own Android apps, O'Reilly, 2011.</li> <li>6. K. Allen, Entrepreneurship for scientists and engineers, Prentice Hall, 2010.</li> </ol>														