Subject Description Form

<table>
<tr><td>Subject Code</td><td>COMP 5232</td></tr>
<tr><td>Subject Title</td><td>IT Outsourcing and Auditing</td></tr>
<tr><td>Credit Value</td><td>3</td></tr>
<tr><td>Level</td><td>5</td></tr>
<tr><td>Pre-requisite/ Exclusion</td><td>Nil</td></tr>
<tr><td>Objectives</td><td>This subject presents the motivations behind global software development, difficulties encountered in a Global Software Team, and introduces a global software development methodology called Plagiarism-based Programming. It also discusses different models of IT Outsourcing and their characteristics, a framework for analyzing Open Source Software Development (OSS), and IT audit process, techniques, and standards.</td></tr>
<tr><td>Intended Learning Outcomes</td><td>After completing this subject, students should be able to:

a) understand the outsourcing management process;
b) know how to select outsourcing service supplier;
c) understand the legal issues with open source software;
d) use selected open source tools for development;
e) understand the IT audit process; and
f) prepare for an IT audit.</td></tr>
<tr><td>Subject Synopsis/ Indicative Syllabus</td><td>• Global Software Development
• IT Outsourcing
• Open Source Development
• IT Audit</td></tr>
<tr><td>Teaching/Learning Methodology</td><td>Teaching and learning activities including self-study, face-to-face/online tutorials, discussion forums, lab/workshop/seminar where applicable, are conducted to encourage interaction among the students and the subject lecturer.</td></tr>
<tr><td>Assessment Methods in Alignment with Intended Learning Outcomes</td><td>
<table>
<tr><td rowspan="2">Specific Assessment Methods/Tasks</td><td rowspan="2">% weighting</td><td colspan="6">Intended subject learning outcomes to be assessed</td></tr>
<tr><td>a</td><td>b</td><td>c</td><td>d</td><td>e</td><td>f</td></tr>
<tr><td>Assignments, Tests & Projects</td><td>55</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td></tr>
<tr><td>Final Examination</td><td>45</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td><td></td></tr>
<tr><td>Total</td><td>100</td><td colspan="6"></td></tr>
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Student study effort expected	**Class Contact:**	
	Class activities (lecture, tutorial, lab)	39 hours
	Other student study effort:	
	Assignments, Quizzes, Projects, Exams	65 hours
	Total student study effort	**104 hours**
Reading list and references	(1) Gunasekaran A., Khalil O., Syed M.R. (Ed.), 2003, Knowledge and Information Technology Management: Human and Social Perspectives, Idea Group, Hershey, PA (2) Karolak D. W., 1998, Global Software Development managing virtual teams and environments, Los Alamitos, Calif. : IEEE Computer Society (3) Carmel, E., 1999, Global software teams : collaborating across borders and time zones, Upper Saddle River, NJ : Prentice Hall (4) McMahon, P. E., 2001, Virtual project management : software solutions for today and the future, Boca Raton, Fla. : St. Lucie Press (5) Pavlicek, R. C., 2000, Embracing insanity : open source software development**,** Indianapolis, Ind. : Sams	