

**Course Specifications** 



Kingdom of Saudi Arabia

The National Commission for Academic Accreditation & Assessment

**Course Specification** 

Graduation Project 1 14024903-3



#### **Course Specification**

Institution	Umm Al Qura University	Date of Report: 07-1437 / 04-2016			
College/Department					
College of Computers and Information Systems					
Information Systems Department					

#### A. Course Identification and General Information

	Craduation Project 1			
	Graduation Project 1 14024903-3			
2. Credit hours				
	3 credits			
3. Program(s) in which the course is offe				
Information Systems, Bachelor				
4. Name of faculty member responsible	Dr Hassan Sallay			
5. Level/year at which this course is offe				
4 <sup>th</sup> ye	ear after preparatory / 9 <sup>th</sup> level			
6. Pre-requisites for this course (if any)				
	03-3 Software Engineering I			
7. Co-requisites for this course (if any)				
<ul> <li>Al Abidiyya main campus boys section,</li> <li>Al Zahir main campus girls section,</li> <li>Al Qunfuda Boys section,</li> <li>Al Qunfuda Girls section.</li> </ul> 9. Mode of Instruction (mark all that apply)				
y. Wode of instruction (mark an that app				
a. Traditional classroom	X What percentage?	100%		
b. Blended (traditional and online)	What percentage?			
c. e-learning What percentage?				
d. Correspondence What percentage?				
f. Other What percentage?				



#### **B** Objectives

1. What is the main purpose for this course?

This course is a real-life like experience where students team up to solve a real-world information systems problem by applying agile software engineering approaches. The output of this course is a prototype with a partial implementation that shows the feasibility and the benefits of their future complete solution.

2. Briefly describe any plans for developing and improving the course that are being implemented. (e.g. increased use of IT or web based reference material, changes in content as a result of new research in the field)

An adaptation can be done when reviewing the program.

# C. Course Description (Note: General description in the form to be used for the Bulletin or handbook should be attached)

1 Topics to be Covered		
List of Topics	No of Weeks	Contacthours per week
Choose problem	1	3
Agile prototype development	15	45



2. Course components (total contact hours and credits per semester):						
	Lecture	Tutorial	Laboratory	Practical	Other:	Total
Contact Hours	48					48
Credit	3					3

3. Additional private study/learning hours expected for students per week.

8

4. Course Learning Outcomes in NQF Domains of Learning and Alignment with Assessment Methods and Teaching Strategy

Course Learning Outcomes, Assessment Methods, and Teaching Strategy work together and are aligned. They are joined together as one, coherent, unity that collectively articulate a consistent agreement between student learning, assessment, and teaching.

The *National Qualification Framework* provides five learning domains. Course learning outcomes are required. Normally a course has should not exceed eight learning outcomes which align with one or more of the five learning domains. Some courses have one or more program learning outcomes integrated into the course learning outcomes to demonstrate program learning outcome alignment. The program learning outcome matrix map identifies which program learning outcomes are incorporated into specific courses.

On the table below are the five NQF Learning Domains, numbered in the left column.

**First**, insert the suitable and measurable course learning outcomes required in the appropriate learning domains (see suggestions below the table). **Second**, insert supporting teaching strategies that fit and align with the assessment methods and intended learning outcomes. **Third**, insert appropriate assessment methods that accurately measure and evaluate the learning outcome. Each course learning outcomes, assessment method, and teaching strategy ought to reasonably fit and flow together as an integrated learning and teaching process. **Fourth**, if any program learning outcomes are included in the course learning outcomes, place the *@* symbol next to it.

Every course is not required to include learning outcomes from each domain.



And Course Learning Outcomes Knowledge	Strategies	Methods
Ability to apply knowledge of mathematics, computing, science, and engineering appropriate to the discipline.	<ul> <li>Team Project</li> <li>Include Personal work</li> <li>Weekly briefing with supervisor</li> </ul>	Assessment of Project
Cognitive Skills		
Ability to analyse a problem, and identify and define the computing requirements appropriate to its solution.	<ul> <li>Team Project</li> <li>Include Personal work</li> <li>Weekly briefing with supervisor</li> </ul>	<ul> <li>Assessment of Project</li> <li>Assessment of project defence</li> </ul>
Ability to design, implement and evaluate a computer-based system, process, component or program to meet desired goal.	<ul> <li>Team Project</li> <li>Include Personal work</li> <li>Weekly briefing with supervisor</li> </ul>	<ul> <li>Assessment of Project</li> <li>Assessment of project defence</li> </ul>
Apply mathematical foundations, algorithmic principles, and computer science theory in the modelling and design of computer based systems in a way that demonstrates comprehension of the trade- offs involved in design choices.	<ul> <li>Team Project</li> <li>Include Personal work</li> <li>Weekly briefing with supervisor</li> </ul>	<ul> <li>Assessment of Project</li> <li>Assessment of project defence</li> </ul>
Ability to apply design and development principles in the construction of software systems of varying complexity.	<ul> <li>Team Project</li> <li>Include Personal work</li> <li>Weekly briefing with supervisor</li> </ul>	<ul> <li>Assessment of Project</li> <li>Assessment of project defence</li> </ul>
Interpersonal Skills & Responsibility		
Ability to function effectively on teams to accomplish a common goal.	<ul> <li>Team Project</li> <li>Include Personal work</li> <li>Weekly briefing with supervisor</li> </ul>	Assessment of project defence
Recognition of the need for, and an ability to engage continuing professional development.	<ul> <li>Team Project</li> <li>Include Personal work</li> <li>Weekly briefing with supervisor</li> </ul>	Assessment of project defence
	Cognitive Skills         Ability to analyse a problem, and identify and define the computing requirements appropriate to its solution.         Ability to design, implement and evaluate a computer-based system, process, component or program to meet desired goal.         Apply mathematical foundations, algorithmic principles, and computer science theory in the modelling and design of computer based systems in a way that demonstrates comprehension of the trade-offs involved in design choices.         Ability to apply design and development principles in the construction of software systems of varying complexity.         Interpersonal Skills & Responsibility         Ability to function effectively on teams to accomplish a common goal.         Recognition of the need for, and an ability to engage continuing professional development.	Ability to analyse a problem, and identify and define the computing requirements appropriate to its solution.       • Team Project         Ability to design, implement and evaluate a computer-based system, process, component or program to meet desired goal.       • Team Project         Apply mathematical foundations, algorithmic principles, and computer based systems in a way that demonstrates comprehension of the trade-offs involved in design encices.       • Team Project         Ability to apply design and development principles in the construction of software systems of varying complexity.       • Team Project         Ability to function effectively on teams to accomplish a common goal.       • Team Project         Presenal Skills & Responsibility       • Team Project         Ability to function effectively on teams to accomplish a common goal.       • Team Project         Presenal work       • Weekly briefing with supervisor



4.1	Ability to communicate effectively.	<ul> <li>Team Project</li> <li>Include Personal work</li> <li>Weekly briefing with supervisor</li> </ul>	<ul> <li>Assessment of project defence</li> <li>Assessment of project report</li> </ul>
4.2	Ability to use the current techniques, skills, and tools necessary for computing practice	<ul> <li>Team Project</li> <li>Include Personal work</li> <li>Weekly briefing with supervisor</li> </ul>	<ul> <li>Assessment of project defence</li> <li>Assessment of project report</li> </ul>
5.0	Psychomotor	· · · · ·	
5.1	N/A		
5.2			

# Suggested Guidelines for Learning Outcome Verb, Assessment, and Teaching

NQF Learning Domains	Suggested Verbs		
Knowledge	list, name, record, define, label, outline, state, describe, recall, memorize, reproduce, recognize, record, tell, write		
Cognitive Skills	estimate, explain, summarize, write, compare, contrast, diagram, subdivide, differentiate, criticize, calculate, analyze, compose, develop, create, prepare, reconstruct, reorganize, summarize, explain, predict, justify, rate, evaluate, plan, design, measure, judge, justify, interpret, appraise		
Interpersonal Skills & Responsibility	demonstrate, judge, choose, illustrate, modify, show, use, appraise, evaluate, justify, analyze, question, and write		
Communication, Information Technology, Numerical	demonstrate, calculate, illustrate, interpret, research, question, operate, appraise, evaluate, assess, and criticize		
Psychomotor	demonstrate, show, illustrate, perform, dramatize, employ, manipulate, operate, prepare, produce, draw, diagram, examine, construct, assemble, experiment, and reconstruct		



Suggested *verbs not to use* when writing measurable and assessable learning outcomes are as follows:

Consider	Maximize	Continue	Review	Ensure	Enlarge	Understand
Maintain	Reflect	Examine	Strengthen	Explore	Encourage	Deepen

Some of these verbs can be used if tied to specific actions or quantification. Suggested assessment methods and teaching strategies are:

According to research and best practices, multiple and continuous assessment methods are required to verify student learning. Current trends incorporate a wide range of rubric assessment tools; including web-based student performance systems that apply rubrics, benchmarks, KPIs, and analysis. Rubrics are especially helpful for qualitative evaluation. Differentiated assessment strategies include: exams, portfolios, long and short essays, log books, analytical reports, individual and group presentations, posters, journals, case studies, lab manuals, video analysis, group reports, lab reports, debates, speeches, learning logs, peer evaluations, self-evaluations, videos, graphs, dramatic performances, tables, demonstrations, graphic organizers, discussion forums, interviews, learning contracts, antidotal notes, artwork, KWL charts, and concept mapping.

Differentiated teaching strategies should be selected to align with the curriculum taught, the needs of students, and the intended learning outcomes. Teaching methods include: lecture, debate, small group work, whole group and small group discussion, research activities, lab demonstrations, projects, debates, role playing, case studies, guest speakers, memorization, humor, individual presentation, brainstorming, and a wide variety of hands-on student learning activities.

5. Schedule of Assessment Tasks for Students During the Semester Assessment task (eg. essay, test, group project, examination Week due Proportion of Final Assessment Assessment etc.) 1 Project Demonstration 15 20% 2 30% Project Report 15 3 Project Defense 16 50%

#### **D. Student Support**

1. Arrangements for availability of teaching staff for individual student consultations and academic advice. (include amount of time teaching staff are expected to be available each week)

Office hours

## **E Learning Resources**



1. Required Text(s):

None

2. Essential References

3- Recommended Books and Reference Material (Journals, Reports, etc) (Attach List)

4-.Electronic Materials, Web Sites etc

5- Other learning material such as computer-based programs/CD, professional standards/regulations

## F. Facilities Required

Indicate requirements for the course including size of classrooms and laboratories (ie number of seats in classrooms and laboratories, extent of computer access etc.)

1. Accommodation (Lecture rooms, laboratories, etc.)

Projects Lab

2. Computing resources

One PC with minimum core i5 and 4G RAM for each group.

3. Other resources (specify --eg. If specific laboratory equipment is required, list requirements or attach list)

## **G** Course Evaluation and Improvement Processes

1 Strategies for Obtaining Student Feedback on Effectiveness of Teaching End-of-term course/teacher evaluation for is to be completed by students at the end of the semester, evaluating the organization and assessment methods.. The monitoring of these students feedback will allows the course quality improvement

2 Other Strategies for Evaluation of Teaching by the Instructor or by the Department N/A

3. Processes for Verifying Standards of Student Achievement (eg. check marking by an independent faculty member of a sample of student work, periodic exchange and remarking of a sample of assignments with a faculty member in another institution)

• Upon student request, his/her work might be remarked by another faculty member within the department.

4 Processes for Improvement of Teaching

• (Self, Peer) Review, Identify, Analyse, and Revise



5 Describe the planning arrangements for periodically reviewing course effectiveness and planning for improvement.

- Update project outcomes and organization
- Use students feedback

Faculty or Teaching Staff:				
Signature:	Date Report Completed:			
Received by:	Dean/Department Head: Dr. Skander Turki			
Signature:	Date: 07-1437 / 04-2016			