

T-104 2022

# **Course Specification**







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## **Course Specification**

Course Titl	le: Appl	ied Pro	ject
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Course Code: 2451 CIS

Program: Web and Mobile Application Development

Department: NA

College: Applied College

Institution: King Khalid University

Version: 1

Last Revision Date: 7 August 2023





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A. General information about the course:						
Со	urse Identificati	on				
1.	Credit hours:	4				
2. (	Course type					
a.	University 🗆	College 🗆	Dep	partment□	Track□	Others⊠
b.	Required 🖂	Elective				
3. off	Level/year at where the second s	nich this course	is	4th Level		
4. (	Course general	Description:				
In this course, the student is expected to propose, analyze, design and develop a software system. The student will deliver oral presentations and written reports.						
The Final Project allows students to combine and consolidate their learning from the overall Program and to address a cutting-edge real-world development challenge.						
5. Pre-requirements for this course (if any): 1321 CIS						
6. Co- requirements for this course (if any):						

#### 7. Course Main Objective(s):

- Allow students to demonstrate a wide range of the skills learned at the Computer Science Department to create projects.
- Encourage multidisciplinary research through the integration of material learned in a number of courses.
- Encourage teamwork. Improve students' communication skills through the production of a professional report and presentation.

#### **1. Teaching mode (mark all that apply)**

No	Mode of Instruction	Contact Hours	Percentage
1.	Traditional classroom	64	100
2.	E-learning		
3.	<ul><li>Hybrid</li><li>Traditional classroom</li><li>E-learning</li></ul>		
4.	Distance learning		

#### 2. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	
2.	Laboratory/Studio	





3.	Field	
4.	Tutorial	
5.	Others (specify) Project	64
	Total	64





# B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding			
1.1	Recognize applicability of learned	k1	Supervisor	
	theories to find applications	k2	Instructions,	Technical Report, Presentation
			Groupwork	
1.2	Know Software engineering	k2	Supervisor	<b>T</b> 1 1 1 <b>D</b> 4
	concepts to develop application		Instructions,	Technical Report, Presentation
	software.		Groupwork	resentation
2.0	Skills			
2.1	Analyze real world problem and	s3	Supervisor	
	find the respective solutions.	s4	Instructions,	Technical Report, Presentation
			Groupwork	Tresentation
2.2	Illustrate the ability to solve	s1	Supervisor	
	problems as a group and to	\$2	Instructions,	Technical Report,
	manage time, resources to	52	Groupwork	Presentation
	complete the task.		Groupwork	
3.0	Values, autonomy, and responsib	ility		
3.1	Demonstrate effective	v3	Supervisor	
	performance and share the work		Instructions,	Technical Report,
	with team		Groupwork	FIESEIILALIUII
3.2	Expressive Communication in	v3	Supervisor	
	written and oral.		Instructions,	Technical Report,
			Groupwork	Presentation
			Groupwork	

## C. Course Content

No	List of Topics	Contact Hours
1.	Problem definition	4
2.	System Study/ Field Survey / Literature Survey	4
3.	Requirement Analysis	5
4.	Architectural design	5
5.	Data Flow Diagrams / Algorithm design/ Flow Chart design	4
6.	Detailed design / Comparison Design	5
7.	Code generation for various modules and algorithms	12





8.	Testing of modules and refinements / Starting of experimental analysis.	5
9.	Validation / consolidation of algorithms results	5
10.	Integrating the modules I formulation of research / Experimental findings	5
11.	Testing the software as one unit	5
12.	Writing professional documents and revised it	5
	Total	64

## **D. Students Assessment Activities**

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Weekly report to the supervisor	Weekly	60%
2	External Supervisor Assessment + Final	16 <sup>th</sup> week	40%
۷.	presentation		

\*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.)





### E. Learning Resources and Facilities **1. References and Learning Resources**

Essential References	A Guide to Project Management . Body of Knowledge . Third Edition- PMBOK , an American National Standard . ANSI / PMI 99- 001-2004
Supportive References	<ul> <li>www.lms.kku.edu.sa</li> <li>www.sei.cmu.edu</li> <li>www.pmi.org</li> </ul>
Electronic Materials	https://lms.kku.edu.sa/
Other Learning Materials	www.projectmanagement.com/ Lab Manuals

#### 2. Required Facilities and equipment

ltems	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	Computer Lab
Technology equipment (projector, smart board, software)	Projector and smart board
Other equipment (depending on the nature of the specialty)	

### F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Students	Indirect
Effectiveness of students assessment	Course Teacher	Direct
Quality of learning resources	Program Supervisor, Quality Unit	Direct
The extent to which CLOs have been achieved	Course Teacher	Direct
Other	Course Teacher, Quality Unit	Direct

Assessor (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify) Assessment Methods (Direct, Indirect)





## G. Specification Approval Data

COUNCIL /COMMITTEE

REFERENCE NO.

DATE

