

Module Details	
<b>Module Title:</b>	Introduction to Computing
<b>Module Code:</b>	COS3003-B
<b>Academic Year:</b>	2019-20
<b>Credit Rating:</b>	20
<b>School:</b>	Department of Computer Science
<b>Subject Area:</b>	Computer Science
<b>FHEQ Level:</b>	FHEQ Level 3
<b>Pre-requisites:</b>	
<b>Co-requisites:</b>	

Contact Hours	
Type	Hours
Lectures	12
Laboratory	12
Directed Study	176

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 2 (Feb - May)

Module Aims
<p>To introduce foundational concepts relevant to the field of Computer Science</p> <p>To develop practical computing skills through laboratory exercises and/or case studies</p>

Outline Syllabus
<p>Transferable and technical skills/competencies expected from a computing professional</p> <p>Foundational mathematical concepts underpinning computer science</p> <p>Introductory programming and algorithmic thinking</p> <p>Design and engineering for the creation of software systems</p> <p>Hardware and software of modern computer systems</p> <p>Technologies and languages underpinning the Internet</p>

Learning Outcomes	
1	Describe and use basic computing terminology and concepts
2	Demonstrate understanding of theoretical concepts that underpin the discipline of computing
3	Apply practical computing skills to a variety of real world application areas

Learning, Teaching and Assessment Strategy
<p>The module is taught using a mixture of lectures that deliver theoretical concepts and terminology, as well as practical lab sessions that build upon I to develop practical skills in a variety of computing topics.</p> <p>The module is assessed through coursework delivered part way through the module to facilitate timely feedback on student progress and attainment, and a closed book examination assessing understanding of theoretical concepts. Formative feedback on student work and attainment is given through weekly lab sessions where tutors will work closely with students on weekly practical exercises, allowign staff to guide student learning in a real-time manner.</p>

Mode of Assessment				
Type	Method	Description	Length	Weighting
Summative	Examination - closed book	An examination requiring the demonstration of knowledge and understanding of theoretical concepts relevant to computer science	2 hours	70%
Summative	Coursework	An exercise involving the design and/or development of computer software	1200 words or equivalent	30%

Reading List
To access the reading list for this module, please visit <a href="https://bradford.rl.talis.com/index.html">https://bradford.rl.talis.com/index.html</a> .

*Please note:*

*This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.*