

## MODULE SPECIFICATION

| Part 1: Information       |                                     |  |                    |  |  |  |  |
|---------------------------|-------------------------------------|--|--------------------|--|--|--|--|
| Module Title              | Mobile and Embedded Devices         |  |                    |  |  |  |  |
| Module Code               | UFCFW5-30-2                         |  | Level              | Level 5                                    |  |  |  |
| For implementation from   | 2019-20                             |  |                    |  |  |  |  |
| UWE Credit Rating         | 30                                  |  | ECTS Credit Rating | 15   |  |  |  |
| Faculty                   | Faculty of Environment & Technology |  | Field              | Computer Science and Creative Technologies |  |  |  |
| Department                | FET [                               | T Dept of Computer Sci & Creative Tech |                    |  |  |  |  |
| Module type:              | Stand                               | Standard                               |                    |  |  |  |  |
| Pre-requisites            |                                     | Computer and Network Systems 2019-20   |                    |  |  |  |  |
| Excluded Combinations     |                                     | None                                   |                    |  |  |  |  |
| Co- requisites            |                                     | None                                   |                    |  |  |  |  |
| Module Entry requirements |                                     | None                                   |                    |  |  |  |  |

#### Part 2: Description

**Overview**: Pre-requisites: students must take one out of UFCF93-30-1 Computer and Network Systems or UFCFGL-30-1 Programming in C++

Educational Aims: See Learning Outcomes.

In addition, the educational experience may explore, develop, and practise but not formally discretely assess the following:

Working as a member of a team.

Outline Syllabus: The syllabus includes: History of mobile devices. Architecture of low powered mobile system, exemplified by the ARM-Cortex-M3 processor. Advanced architectures, exemplified by ARM-Cortex A9 The nature of security in embedded and network systems Cross development and cross compilation Booting embedded systems JTAG - controlling dead or locked systems - system initialisation, security implications Memory technologies at the device level - Flash, SD Networking technologies - wired and wireless

Configuring and building embedded OS File systems for embedded systems on a range of devices Open source development methodologies. Working in OS communities, responsibilities, professionalism and legal implications. Embedded OS - Linux kernel programming, Linux kernel modules, security concerns Embedded OS - Android: architecture, programming, security concerns Reliability of mobile data – jamming devices File Systems - secure and journaling file systems Power saving features of mobile and embedded systems: Booting, suspending, sleeping and hibernating Mobile wireless technology: Wireless and GPS. Teaching and Learning Methods: For the most part the course will be delivered through practicals and lectures. The theoretical content will be covered in lectures. In the practical sessions students will gain understanding through designing, implementing, analysisng and investigating mobile systems and/or simulations of mobile systems. Students will be expected to work in groups and, as part of the learning process, to present their work to their peers. The practical sessions will be delivered in such a way that the student is able to focus on activities that most closely align with their degree programme. The module delivering will therefore include:. Scheduled learning - lectures, demonstrations, practical classes and workshops; Independent learning includes hours engaged with essential reading, case study preparation, assignment preparation and completion etc. The lecture series will be supported by weekly practical sessions in which the students have the opportunity to apply some of the concepts discussed during the lecture series. The practicals will allow the students to explore and debug mobile devices and/or device simulations using a range of tools.

Contact Hours:

This module will involve 6 hours contact time per fortnight. The time will be divided between lecture sessions and laboratory sessions.

Module contact time = 72 hours

Over the course of the academic year students should expect to spend approximately: Activity Contact time:72 hours Assimilation and development of knowledge: 148 hours Exam preparation: 40 hours Coursework preparation: 40 hours Total study time: 300 hours

#### Part 3: Assessment

In common with many modules that form part of a computing degree, this module aims to equip students with a theoretical understanding that will underpin their mastery of a set of practical skills. In this way, students will be able to extend their practical skills, transfer them to alternative tools and reflect on problems that arise as those skills are applied. The assessment strategy reflects this overarching aim in that students are assessed by examinations and by a piece of practical work.

# STUDENT AND ACADEMIC SERVICES

| First Sit Components                          | Final<br>Assessment | Element<br>weighting | Description   |
|---|---------------------|----------------------|---|
| Practical Skills Assessment -<br>Component B  |                     | 25 %                 | Group practical work 1  |
| Practical Skills Assessment -<br>Component B  |                     | 25 %                 | Group practical work 2  |
| Examination - Component A                     |                     | 25 %                 | Examination (2 hours)   |
| Examination - Component A                     | ~                   | 25 %                 | Examination (2 hours)   |
| Resit Components                              | Final<br>Assessment | Element<br>weighting | Description   |
| Professional Practice<br>Report - Component B |                     | 50 %                 | Practical development and software and supporting documentation |
| Examination - Component A                     | ~                   | 50 %                 | Examination (2 hours)   |

| Part 4: Teaching and Learning Methods |   |               |           |  |  |  |  |  |
|---------------------------------------|---|---------------|-----------|--|--|--|--|--|
| Learning<br>Outcomes                  | On successful completion of this module students will achieve the follo               | wing learning | outcomes: |  |  |  |  |  |
|                                       | Module Learning Outcomes  |               | Reference |  |  |  |  |  |
|                                       | Understand the characteristics of memory in low-powered mobile and embedde technology |               |           |  |  |  |  |  |
|                                       | Analyse and manipulate higher-level software architectures, file systemetry           |               | MO2       |  |  |  |  |  |
|                                       | Develop software for mobile and embedded devices for a range of pu                    | irposes       | MO3       |  |  |  |  |  |
|                                       | Explore booting and system initialisation in a range of devices                       |               | MO4       |  |  |  |  |  |
|                                       | Appraise the role of device drivers in mobile and embedded systems                    |               | MO5       |  |  |  |  |  |
|                                       | Independent study/self-guided study 22   Total Independent Study Hours: 22            |               |           |  |  |  |  |  |
|                                       | Scheduled Learning and Teaching Hours:  |               |           |  |  |  |  |  |
|                                       | Face-to-face learning   | 2             |           |  |  |  |  |  |
|                                       | Total Scheduled Learning and Teaching Hours:  | 2             |           |  |  |  |  |  |
|                                       | Hours to be allocated   | 00            |           |  |  |  |  |  |
|                                       | Allocated Hours   | 30            | 300       |  |  |  |  |  |

Reading The reading list for this module can be accessed via the following link: List

https://uwe.rl.talis.com/modules/ufcfw5-30-2.html

### Part 5: Contributes Towards

This module contributes towards the following programmes of study:

Electronic and Computer Engineering [Sep][FT][Frenchay][3yrs] BEng (Hons) 2018-19 Electronic and Computer Engineering [Sep][SW][Frenchay][4yrs] BEng (Hons) 2018-19 Electronic and Computer Engineering {Top Up} [Aug][FT][SHAPE][1yr] BEng (Hons) 2018-19 Electronic and Computer Engineering {Top Up} [Aug][PT][SHAPE][2yrs] BEng (Hons) 2018-19 Electronic and Computer Engineering [Sep][PT][GlosColl][5yrs] BEng (Hons) 2018-19 Electronic and Computer Engineering {Apprenticeship} [Sep][PT][GlosColl][5yrs] BEng (Hons) 2018-19