



## MODULE SPECIFICATION

Part 1: Information			
Module Title	Introduction to Specialty [TSI]		
Module Code	UFCFAW-6-0	Level	Level 3
For implementation from	2020-21		
UWE Credit Rating	6	ECTS Credit Rating	3
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Module Type:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co-requisites	None		
Module Entry Requirements	None		
PSRB Requirements	None		

Part 2: Description
<p><b>Educational Aims:</b> The main aim of the module is to introduce modern directions of computer science development, highlight burning trends in the field and give insight about future technologies in the domain.</p> <p><b>Outline Syllabus:</b> The module will cover the following topics:</p> <ul style="list-style-type: none"> <li>The history of computer science.</li> <li>Review of current Computer Science trends.</li> <li>Computer architecture. Data storage. Processing data.</li> <li>Cloud Data &amp; Big Data.</li> <li>Operating systems. Network.</li> <li>Algorithms. The structures and database.</li> <li>Programming languages.</li> <li>Software Engineering.</li> <li>Software protection.</li> <li>The theory of computation.</li> <li>Artificial Intelligence.</li> <li>Prospects for the development of computer science.</li> </ul>

## STUDENT AND ACADEMIC SERVICES

**Teaching and Learning Methods:** Learning and teaching will be provided to students in two forms: lectures and practical classes. During lectures, theoretical aspects of the course will be provided to students by the teaching staff. Lectures will be supported by presentation published and available to the students on e.tsi.lv under the module section. Also, additional materials, like publications on the internet, videos etc will be presented in e.tsi.lv.

### Part 3: Assessment

Each topic has a test which should be completed by the student. In total 12 tests are provided to students in TSI LMS system.

Practical classes are used to prepare a report for 4 practical assignments, which are sequential. In 1st assignment student should select the topic from the list (or propose own with acceptance of teaching staff) and prepare 5-page report (all topics are in frame of Computer Science). In 2nd assignment students should enrich the report with analytical information, to underline the current trends in the field, in 3rd assignment the presentation about previously done work should be made, in 4th assignment a video, based on presentation, should be recorded.

First Sit Components	Final Assessment	Element weighting	Description
Examination - Component A	✓	50 %	Exam (2 hours)
Portfolio - Component B		35 %	a sequence of 4 individual assignments, which includes preparation of the report on selected topic, enrichment of report with graphical information (diagrams, analytical information etc), preparation of presentation based on report, and recording of video, based on created presentation.
In-class test - Component B		15 %	Set of 12 in-class tests
Resit Components	Final Assessment	Element weighting	Description
Examination - Component A		50 %	Examination (2 hours)
Portfolio - Component B		35 %	a sequence of 4 individual assignments, which includes preparation of the report on selected topic, enrichment of report with graphical information (diagrams, analytical information etc), preparation of presentation based on report, and recording of video, based on created presentation.
In-class test - Component B		15 %	Set of 12 tests - student resits only failed test

### Part 4: Teaching and Learning Methods

On successful completion of this module students will achieve the following learning outcomes:

Learning Outcomes	Module Learning Outcomes	Reference
	Describe the basic direction of the Computer Science development and their trends	MO1
	Able to describe possible areas of professional activities after graduation in a Computer Science Field	MO2

## STUDENT AND ACADEMIC SERVICES

	Explain the relationships between computer systems, applications, programming, and programming languages	MO3
	Describe fundamental concepts and theories of computation	MO4
Contact Hours	<b>Independent Study Hours:</b>	
	Independent study/self-guided study	48
	<b>Total Independent Study Hours:</b>	48
	<b>Scheduled Learning and Teaching Hours:</b>	
	Face-to-face learning	32
	<b>Total Scheduled Learning and Teaching Hours:</b>	32
	<b>Hours to be allocated</b>	60
	<b>Allocated Hours</b>	80
Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p><a href="https://rl.talis.com/3/uwe/lists/DE280293-F8FA-DE1B-AE90-CB22E254AAC0.html?lang=en-gb&amp;login=1">https://rl.talis.com/3/uwe/lists/DE280293-F8FA-DE1B-AE90-CB22E254AAC0.html?lang=en-gb&amp;login=1</a></p>	

### Part 5: Contributes Towards

This module contributes towards the following programmes of study:

Computer Science and Software Development [Oct][FT][TSI][4yrs] BSc (Hons) 2020-21

Computer Science and Software Development [Oct][PT][TSI][5yrs] BSc (Hons) 2020-21 BSc (Hons) 2020-21

Computer Science and Software Development [Feb][FT][TSI][4yrs] BSc (Hons) 2020-21

Computer Science and Software Development [Feb][PT][TSI][5yrs] BSc (Hons) 2020-21 BSc (Hons) 2020-21