

Faculty of Computers & Information Technology

Summer Training

Information :

Course Code : TR333

Level : Undergraduate

Course Hours : 4.00- Hours

Department : Digital Media Technology

Area Of Study :

- Use modern techniques, up to date methods and tools for computing and information practice.
- Compare, evaluate and select methodologies from range of techniques, theories and methods to develop computing and information systems.
- Deal with the individual, social, environmental, organizational and economic implications of the application of computing and information.
- Create and develop work plan independently.
- Use effectively communication skills.
- Own the needed knowledge and skills in the computing and information market.
- Understand knowledge that enhances skills in fundamental area of computer science.
- Use and adopt fundamental and advanced software and computer system in all development phases.
- Comprehend deeply the basic concepts of computer science to develop and evaluate a computer based system process and components.

Course outcomes :

a.Knowledge and Understanding: :

1 -	Describe the methodologies, practices and tools used in computer software systems development phases
2 -	Identify the criteria for current use and future development of computer-based systems
3 -	Outline testing techniques and methods of computer based systems
4 -	Describe the basic concept of high level programming languages
5 -	Explain the principles and techniques of different areas in computer science
6 -	Identify the fundamental topics of computer science

b.Intellectual Skills: :

1 -	Implement the solutions of computing and information in academic disciplines
2 -	Determine measurement criteria for the deployment of a computer-system and evolution
3 -	Prepare presentations of computing and information systems
4 -	Test and evaluate the functionality of computer and information systems
5 -	Criticize a system using costs and different quality attributes and environmental impact

c.Professional and Practical Skills: :

1 -	Run computing equipment in different physical environment
2 -	Use different computing technologies in projects development and deployment

3 -	Design, implement, test, maintain and manage software systems
4 -	Manipulate big data and draw conclusions
5 -	Use human computer interaction principles in the construction and evaluation of user interfaces for wide ranges of applications
6 -	Deploy effective supporting tools for the development and documentation of software systems
7 -	Create technical reports according to professional standards

d.General and Transferable Skills: :

1 -	Exploit a range of learning resources
2 -	Work in a team to develop the requirement documentation
3 -	Use Information Retrieval techniques
4 -	Apply communication skills in presentations and report writing using various methods and tools
5 -	Apply quantitative methods and skills in understanding and presenting cases
6 -	Utilize effectively general computing facilities
7 -	Appreciate continuous professional development and lifelong learning

Course Topic And Contents :

Topic	No. of hours	Lecture	Tutorial / Practical
Weekly diary participation in some related computer training			
Reporting and discussion Evaluation			

Teaching And Learning Methodologies :

Interactive discussion
Tutorials
Practical Lab Sessions
Self-Study (Project / Reading Materials / Online Material / Presentations)
Seminars
Case Studies
Problem Solving

Course Assessment :

Methods of assessment	Relative weight %	Week No	Assess What
training evaluation	100.00		