

Module Details	
Module Title	Introduction to Computing
Module Code	COS3003-B
Academic Year	2020/1
Credits	20
School	Department of Computer Science
Subject Area	Computer Science
FHEQ Level	RQF Level 3
Pre-requisites	N/A
Co-requisites	N/A

Contact Hours	
Type	Hours
Online Lecture (Synchronous)	12
Laboratories	8 and 4
Directed Study	176

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 2

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

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

Learning Outcomes	
Outcome Number	Description
01	Describe and use basic computing terminology and concepts
02	Demonstrate understanding of theoretical concepts that underpin the discipline of computing
03	Apply practical computing skills to a variety of real world application areas

Learning, Teaching and Assessment Strategy
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. The module is assessed through two pieces of coursework, one delivered part way through the module to facilitate timely feedback on student progress and attainment, and a second coursework Formative feedback on student work and attainment is given through weekly lab sessions where tutors will work closely with students on weekly practical exercises, allowing staff to guide student learning in a real-time manner.

Mode of Assessment				
Type	Method	Description	Length	Weighting
Summative	Coursework	An essay requiring the demonstration of knowledge and understanding of theoretical concepts and ability to solve CS prob	N/A	70%
Summative	Coursework	An exercise involving the design and/or development of computer software (1200 words or equivalent)	N/A	30%

Reading List
To access the reading list for this module, please visit https://bradford.rl.talis.com/index.html

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.