

Kingdom of Saudi Arabia



COURSE SPECIFICATION

Graduation Project

3504 COMP

Revised March 2015

Course Specification

For Guidance on the completion of this template, please refer to of Handbook 2 Internal Quality Assurance Arrangements

Institution	<i>King Saud University</i>
College/Department	<i>Community College, Computer Science</i>

A Course Identification and General Information

1. Course title and code:	<i>Graduation Project (COMP3504)</i>
2. Credit hours	<i>3</i>
3. Program(s) in which the course is offered. (If general elective available in many programs indicate this rather than list programs)	<i>Computer Science Program</i>
4. Name of faculty member responsible for the course	<i>Coordinator: Dr. Amr Tolba</i>
5. Level/year at which this course is offered	<i>Level-5</i>
6. Pre-requisites for this course (if any)	<i>COMP2403</i>
7. Co-requisites for this course (if any)	<i>None</i>
8. Location if not on main campus	<i>Community College</i>

B Objectives

<p>1. Summary of the main learning outcomes for students enrolled in the course.</p> <ul style="list-style-type: none">• <i>To make them able to develop state of the art software.</i>• <i>To apply what they had learn through academic years.</i>• <i>To give student a comprehensive understanding in database and programming languages.</i>• <i>To give student good skills in networking, graphics and multimedia.</i>• <i>To give them ability to develop solutions for real life problems.</i>
<p>2. Briefly describe any plans for developing and improving the course that are being implemented. (eg increased use of IT or web based reference material, changes in content as a result of new research in the field)</p> <p><i>We have presentation sessions, group discussions on a particular project. Apart from that assignment, home works and study materials are also provided.</i></p>

C. Course Description (Note: General description in the form to be used for the Bulletin or Handbook should be attached)

WEEK	Subject	Contact hours
1	Initiation of the Project	3
2	1. Preliminary Investigation	6
3		
4	2. Analysis	6
5		
6	3. Designing	6
7		
8	4. Development	6
9		
10	5. Implementation	6
11		
12	6. Maintenance	6
13		
14	7. Final preparation of Project Report	6
15		

2 Course components (total contact hours per semester): 60			
	Tutorial: 15	Practical/Fieldwork/Internship: 15	Other: 15

3. Additional private study/learning hours expected for students per week. (This should be an average for the semester not a specific requirement in each week)

6 Hours (recommended)

4. Development of Learning Outcomes in Domains of Learning

For each of the domains of learning shown below indicate:

- A brief summary of the knowledge or skill the course is intended to develop;
- A description of the teaching strategies to be used in the course to develop that knowledge or skill;
- The methods of student assessment to be used in the course to evaluate learning outcomes in the domain concerned.

a. Knowledge

(i) Description of the knowledge to be acquired

To make them able to work on real life system projects so that they can develop state of the art softwares.

(ii) Teaching strategies to be used to develop that knowledge

- *By giving them freedom of thinking on a proposed system as far as system development life cycle is concerned.*
- *Guiding students to apply studied concepts on their projects.*
- *Encourage students to develop alternative solutions.*
- *The strategy includes giving those tutorials, presentations and Viva voce.*

(iii) Methods of assessment of knowledge acquired

The students are assessed by the weekly assignments, tasks, discussions, Project work and viva voce. Talking more about there creativity and motivating them to get the best from them and finalize the project at a time.

b. Cognitive Skills
<p>(i) Cognitive skills to be developed</p> <ul style="list-style-type: none"> • <i>The skill to find the main idea and to find specific information.</i> • <i>By listening them more and more to increase their creativity, and guiding them wherever they deviate.</i> • <i>To make them able to search for the required information from search engines and other resources.</i>
<p>(ii) Teaching strategies to be used to develop these cognitive skills</p> <ul style="list-style-type: none"> • <i>By giving them more time on practicals such as project development.</i> • <i>By giving them real life examples and guiding them for their projects.</i>
<p>(iii) Methods of assessment of students cognitive skills</p> <ul style="list-style-type: none"> • <i>By having an interaction on their project and views.</i> • <i>Some questions are set specifically to test this skill.</i> • <i>By giving training wherever required.</i> • <i>By discussing the project life cycle developing.</i>
c. Interpersonal Skills and Responsibility
<p>(i) Description of the interpersonal skills and capacity to carry responsibility to be developed</p> <ul style="list-style-type: none"> • <i>I organise presentation sessions.</i> • Organize discussion meeting. • <i>Give project works so that they can go for preliminary investigation and do Analysis.</i> • <i>Seminars.</i>
<p>(ii) Teaching strategies to be used to develop these skills and abilities</p> <ul style="list-style-type: none"> • <i>Project assignment</i> • <i>Group discussion</i> • <i>Presentations and examples</i>
<p>(iii) Methods of assessment of students interpersonal skills and capacity to carry responsibility</p> <ul style="list-style-type: none"> • <i>Viva voce</i> • <i>Review of their assignments</i> • <i>Project Reports</i>

d. Communication, Information Technology and Numerical Skills

(i) Description of the skills to be developed in this domain.

Understand the principles used in designing, and developing solutions and execute programs so that they are able to create large real life systems.

For example:

- *Debate*
- *Group activities*
- *Exposure to Internet*

(ii) Teaching strategies to be used to develop these skills

- *Formation of groups*
- *Debate on a given topic or project*
- *Presentations*
- *Question and answer sessions*

In this regard I have also given my website address so that they can communicate with me at any point of time and solve there problem about the subject.

(iii) Methods of assessment of students numerical and communication skills

- *Assignments*
- *Project work*
- *Discussion.*

They can communicate via internet with me and they can send there assignments or project work through E-mail.

e. Psychomotor Skills (if applicable)

(i) Description of the psychomotor skills to be developed and the level of performance required

(ii) Teaching strategies to be used to develop these skills

(iii) Methods of assessment of students psychomotor skills

5. Schedule of Assessment Tasks for Students During the Semester			
Assessment	Assessment task (eg. essay, test, group project, examination etc.)	Week due	Proportion of Final Assessment
1	1. Preliminary Investigation of project	3 rd	5%
2	2. Analysis(project)	5 th	10%
3	3. Designing(project)	7 th -9 th	10%
4	4. Development	11 th	10%
5	5. Implementation	13 th	10%
6	6. Maintenance	14 th	5%
7	7. Final preparation of Project Report	14 th	10%
8	8- Discussion	15 th	40%

D. Student Support

1. Arrangements for availability of faculty for individual student consultations and academic advice. (include amount of time faculty are available each week)

- *Teacher available in the office for at least 6 hrs per week for any student's consultations and academic advice apart from the time he is available in the class contact hours.*
- *They can even go to my website and can have information from there.*
- *If they find any problem on a particular topic I arrange Revision classes.*
- *They can even communicate via internet through E-mails.*

E Learning Resources

1. Required Text(s) <i>Resources determined Regarding to specific project</i>
2. Essential References : in general: <ul style="list-style-type: none"> • <i>Programming textbooks</i> • <i>System analysis textbooks</i> • <i>Database books</i> • <i>Networking</i>
3- Recommended Books and Reference Material (Journals, Reports, etc) (Attach List)

4.Electronic Materials, Web Sites etc
5- Other learning material such as computer-based programs/CD, professional standards/regulations

F. Facilities Required

Indicate requirements for the course including size of classrooms and laboratories (ie number of seats in classrooms and laboratories, extent of computer access etc.)
<p>1. Accommodation (Lecture rooms, laboratories, etc.)</p> <p><i>Lab with some PC's all connected through network and equipped with latest version of programming environments.</i></p>
2. Computing resources
<p>3. Other resources (specify --eg. If specific laboratory equipment is required, list requirements or attach list)</p> <ul style="list-style-type: none"> • <i>Latest version of Softwares(for ex: Visual Studio 2008)</i> • <i>Antivirus</i>

G Course Evaluation and Improvement Processes

<p>1 Strategies for Obtaining Student Feedback on Effectiveness of Teaching</p> <p><i>At the end of each semester the college conducts student's feedback through a questionnaire about the teacher and the course to be filled by each student</i></p> <ul style="list-style-type: none"> • <i>Exam results</i> • <i>Students' opinion through questionnaires.</i>
<p>2 Other Strategies for Evaluation of Teaching by the Instructor or by the Department</p> <ul style="list-style-type: none"> • <i>Students' feedback every semester.</i>
<p>3 Processes for Improvement of Teaching</p> <ul style="list-style-type: none"> • <i>Consider new real life problems.</i> • <i>Introduce latest tools and technology to develop projects.</i> • <i>Using modern day techniques like debate and assignments.</i>

4. Processes for Verifying Standards of Student Achievement (eg. check marking by an independent faculty member of a sample of student work, periodic exchange and remarking of a sample of assignments with a faculty member in another institution)

- *project assessment committee*

5 Describe the planning arrangements for periodically reviewing course effectiveness and planning for improvement.