



Course Specification

— (Bachelor)

Course Title: Project
Course Code: CIT 1498
Program: Bachelor in Information Technology
Department: Information Technology
College: Faculty of Computers and Information Technology
Institution: Tabuk University
Version: 1.0
Last Revision Date: 27 July 2022



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A. General information about the course:

1. Course Identification

1. Credit hours:

3 CRs. (Three-Credit Hours)

2. Course type

A. University College Department Track Others

B. Required Elective

3. Level/year at which this course is offered: (Level 7 , 4th year)

4. Course general Description:

This course aims to measure the level of understanding of the work taken during the bachelor's degree through the analysis of real-life computer based problem and implement a concepts related to Information Technology.

5. Pre-requirements for this course (if any):

Software Engineering(CSC1301), Advanced Web Design (CIT1303), and Database Systems(CIT1305)

6. Co-requisites for this course (if any):

N/A

7. Course Main Objective(s):

Up on the completion of this course the student will:

1. Understand and apply essential facts, concepts, principles, theories, and practices relating to computer science, information systems, and software applications in the context of well-defined scenarios, showing judgment in the selection and application of tools and techniques, whereby, both the process and the product are integral parts of this activity.
2. Identify and analyze criteria and specifications appropriate to specific problems, plan strategies for their solution, use such knowledge and understanding in the modeling and design of computer-based systems, develop and implement a software system along with appropriate documentation.
3. Analyze the extent to which a computer-based system meets the criteria defined for its current use and future development.



4. Apply the principles of effective information management, information organization, information retrieval skills, and human computer interaction principles to the evaluation and construction of user interfaces.
5. Understand and explain the quantitative dimensions of a problem, and exercise presentation skills to a range of audiences about technical problems and their solutions.
6. Be able to work effectively as a member of a development team and under guidance.
7. Manage one's own learning and development, including time management and organizational skills.
8. Appreciate the need for continuing professional development.
9. Apply ethical principles and commit to professional ethics, responsibilities, and norms of information technology practice.

2. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	45	100%
2	E-learning		
3	Hybrid <ul style="list-style-type: none"> • Traditional classroom • E-learning 		
4	Distance learning		

3. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	45
2.	Laboratory/Studio	0
3.	Field	0
4.	Tutorial	0
5.	Others (specify)	0
Total		45



B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of PLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding			
1.1	Define a specialized domain related to computer systems.	K1	<ul style="list-style-type: none"> • Presentation • Using case study to extract requirement for a system • Group Discussions 	<ul style="list-style-type: none"> • Group discussions evaluation • Homework (Tasks distributions)
1.2	Recognize the needed tools and resources for problem solution and project development.	K2, K3		
1.3	Recognize the required methods of project management.	K1, K3		
1.4	Describe the management process for project implementation, testing and debugging.	K2,K4		
2.0	Skills			
2.1	Identify, formulate, research literature and analyze complex computer-based problems.	S1,S2	<ul style="list-style-type: none"> • Presentation • Assign team project for the team under instructor supervision. • Group Discussions • Tutorial on the tool 	<ul style="list-style-type: none"> • Group discussions evaluation • Homework (Tasks distributions))
2.2	Create different plans needed for the project to utilize and manage different resources	S2,S3		
2.3	Create the analysis and design models using suitable tools for a specific computer-based problem.	S3		
2.4	Analyze and compare different methods used in system modeling and select the suitable one to use according to its impact and value.	S1,S2,S5		
2.5	Design, implement, evaluate, and document a computer-based system, process, component, or program to meet desired needs	S3		
2.6	Use appropriate tools and techniques to define a project, create a project plan and monitor projects.	S4		
3.0	Values, autonomy, and responsibility			
3.1	Apply ethical principles and commit to professional ethics,	V1,V2	<ul style="list-style-type: none"> • Group Discussions • Presentation 	<ul style="list-style-type: none"> • Group discussions evaluation



Code	Course Learning Outcomes	Code of PLOs aligned with program	Teaching Strategies	Assessment Methods
	responsibilities, and norms of computer science practice.			• Report
3.2	Understand working in groups in a business environment.	V1		
3.3	Appraise , criticize and share ideas with team members	V2		
3.4	Communicate and work effectively, ethically, and professionally in a group to accomplish specific goals.	V2		

C. Course Content

No	List of Topics	Contact Hours
1.	Project Selection	3
2.	Feasibility study and Planning	3
3.	Literature Review and Background Study	3
4.	Requirements collection and Specification of the problem (Part 1): Requirement analysis and context diagram.	3
5.	Requirements collection and Specification of the problem (Part 2): Model and finalize the requirements.	3
6.	Create the analysis models of the problem	3
7.	Create the Design models of the problem	3
8.	Implementation of the proposed solution and design (Part 1): Database system	3
9.	Implementation of the proposed solution and design (Part 2): Relations between tables and integrity.	3
10.	Implementation of the proposed solution and design (Part 3): Implementation of GUIs of the system	3
11.	Implementation of the proposed solution and design (Part 4): Implement the interoperability	3
12.	Testing the code using standard methods	3
13.	Debugging and Finalization the implementation	3
14.	Documentation and presentation preparation and reviewing (Part 1): Prepare report	3
15.	Documentation and presentation preparation and reviewing (Part 2): Prepare presentation	3
Total		45



D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
Supervisor assessments			
1	Supervisor evaluation include group and individual assessment of (The problem scope, the proposed solution, the process , the documentation of the project) according to an evaluation form provided by the unit of projects at the college	Week(1-16)	40%
Independent committee examination (Final Exams)			
2	A committee evaluation include group and individual assessment of (The problem scope, the proposed solution, the process , the documentation of the project) according to an evaluation form provided by the unit of projects at the college	Week 16	60%

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.).

E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	Necessary readings and documents for the study project will be recommended by the supervisors.
Supportive References	
Electronic Materials	
Other Learning Materials	

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	Lectures room (10 Seats) equipped with a white board, smart board,
Technology equipment (projector, smart board, software)	Data-Shows and Whiteboard in lectures.
Other equipment (depending on the nature of the specialty)	TBA

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of Teaching	Faculty, Program Leaders, and Advisory Board	Both Direct and Indirect
	Students	Indirect



Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of Students Assessment	Faculty, Program Leaders, Advisory Board, and Independent Opinion	Both Direct and Indirect
Quality of Learning Resources	Faculty, Students, and Advisory Board	Indirect
The Extent to which CLOs have been Achieved	Faculty, Program Leaders, Advisory Board, and Independent Opinion	Direct (as in section B) and Indirect/Surveys
	Students	Indirect
Other	-	-

Assessors (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify))

Assessment Methods (Direct, Indirect)

G. Specification Approval

COUNCIL /COMMITTEE	
REFERENCE NO.	
DATE	

