



# Course Specifications

<b>Course Title:</b>	<b>Introduction to Computer Science</b>
<b>Course Code:</b>	<b>CSI 101</b>
<b>Program:</b>	<b>Computer Sciences &amp; Information Technology</b>
<b>Department:</b>	<b>Computer Science and Information</b>
<b>College:</b>	<b>Science at Al-Zulfi</b>
<b>Institution:</b>	<b>Majmaah</b>



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## A. Course Identification

<b>1. Credit hours:</b>	3
<b>2. Course type</b>	
a.	University <input type="checkbox"/> College <input type="checkbox"/> Department <input checked="" type="checkbox"/> Others <input type="checkbox"/>
b.	Required <input checked="" type="checkbox"/> Elective <input type="checkbox"/>
<b>3. Level/year at which this course is offered:</b>	Level 1
<b>4. Pre-requisites for this course (if any):</b>	Nil
<b>5. Co-requisites for this course (if any):</b>	Nil

## 6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	44	80 %
2	Blended	3	5 %
3	E-learning	3	5 %
4	Correspondence	3	5 %
5	Other	3	5 %

## 7. Actual Learning Hours (based on academic semester)

No	Activity	Learning Hours
<b>Contact Hours</b>		
1	Lecture	45
	<b>Total</b>	<b>45</b>
<b>Other Learning Hours*</b>		
1	Study	10
2	Assignments	20
3	Library	10
4	Projects/Research Essays/Theses	20
5	Others (specify)	0
	<b>Total</b>	<b>60</b>

\* The length of time that a learner takes to complete learning activities that lead to achievement of course learning outcomes, such as study time, homework assignments, projects, preparing presentations, library times

## B. Course Objectives and Learning Outcomes

### 1. Course Description

The course prepares students for freshman science courses taught in English by emphasizing knowledge of the essential concepts of computer technology and is able to use a personal computer and common computer applications at a recognized level of competence.:



## 2. Course Main Objective

1. Students will be able to understand computer concepts.
2. Students will be able to understand computer hardware.
3. Students will be able to understand computer software
4. Students will be able to understand principles of internet and its ethics
5. Students will be able to understand input and output devices.

## 3. Course Learning Outcomes

Upon successful completion, students will have the knowledge and skills to:

CLOs		Aligned-PLOs
<b>1</b>	<b>Knowledge:</b>	
1.1	Be able to understand computer concepts.	a1
1.2	Be able to understand computer hardware.	
1.3	Be able to understand computer software	
1.4	Be able to understand principles of internet and its ethics	
<b>2</b>	<b>Skills :</b>	
2.1	To recognize different types of computers parts.	a2
2.2	To compare between computer software and hardware.	a3
2.3	To analyze and determine which operating system should be used .	
<b>3</b>	<b>Interpersonal Skills &amp; Responsibility:</b>	
3.1	Discuss various computer types.	b1
3.2	Elaborate on differences of computer components.	
3.3	Quantify the values of internet protocol, parameters and ethics, and indicate their advantages and disadvantages in our lives.	

## C. Course Content

No	List of Topics	Contact Hours
1	<b>Introduction to computers</b> <ul style="list-style-type: none"> <li>• A WORLD OF COMPUTERS WHAT IS A COMPUTER?</li> <li>• THE COMPONENTS OF A COMPUTER</li> <li>• COMPUTER SOFTWARE</li> <li>• CATEGORIES OF COMPUTERS</li> <li>• ETHICS &amp; ISSUES: Who Should Monitor Online Social Networks?</li> <li>• COMPUTER APPLICATIONS IN SOCIETY</li> </ul>	6
2	<b>The Internet and World Wide Web</b> <ul style="list-style-type: none"> <li>• THE INTERNET</li> <li>• HOW THE INTERNET WORKS</li> <li>• THE WORLD WIDE WEB</li> </ul>	6



	<ul style="list-style-type: none"> <li>OTHER INTERNET SERVICES</li> <li>NETIQUETTE</li> </ul>	
3	<b>Application Software</b> <ul style="list-style-type: none"> <li>APPLICATION SOFTWARE</li> <li>BUSINESS SOFTWARE</li> <li>GRAPHICS AND MULTIMEDIA SOFTWARE</li> <li>SOFTWARE FOR HOME, PERSONAL, AND</li> <li>EDUCATIONAL USE</li> <li>APPLICATION SOFTWARE FOR COMMUNICATIONS</li> <li>POPULAR UTILITY PROGRAMS</li> <li>LEARNING AIDS AND SUPPORT TOOLS FOR APPLICATION SOFTWARE</li> </ul>	9
4	<b>The Components of the System Unit</b> <ul style="list-style-type: none"> <li>THE SYSTEM UNIT</li> <li>PROCESSOR</li> <li>DATA REPRESENTATION</li> <li>MEMORY</li> <li>EXPANSION SLOTS AND ADAPTER CARDS</li> <li>PORTS AND CONNECTORS</li> <li>BUSES</li> </ul>	9
5	<b>Input and Output</b> <ul style="list-style-type: none"> <li>INPUT DEVICES AND OUTPUT DEVICES</li> <li>STORAGE DEVICES</li> <li>PC CARDS AND EXPRESSCARDS</li> </ul>	9
	<b>Storage</b>	6
<b>Total</b>		45

## D. Teaching and Assessment

### 1. Alignment of Course Learning Outcomes with Teaching Strategies and Assessment Methods

Live Learning: Lecture, PowerPoint slides and discussion

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	<b>Knowledge</b>		
1.1	Be able to understand computer concepts.	<ul style="list-style-type: none"> <li><b>Direct Teaching:</b> Lectures, PowerPoint slides and discussion.</li> </ul>	<ul style="list-style-type: none"> <li>- Homework tasks</li> <li>- Quiz</li> <li>- Midterms</li> <li>- Final Exam</li> </ul>
1.2	Be able to understand computer hardware.		
1.3	Be able to understand computer software.	<ul style="list-style-type: none"> <li><b>Aimed Teaching</b> Discovery and Oral Questions.</li> </ul>	<ul style="list-style-type: none"> <li>- E-learning</li> <li>- Internet search</li> <li>- Oral Exam</li> </ul>
1.4	Be able to understand principles of internet and its ethics		

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
<b>2.0</b>	<b>Skills</b>		
2.1	To recognize different types of computers parts.	<b>Indirect Teaching:</b> Brainstorming - Free Discovery – Inquiry	- HW Exercises - Lab Exam - Oral Exam - Presentations
2.2	To compare between computer software and hardware		
2.3	To analyze and determine which operating system should be used		
<b>3.0</b>	<b>Interpersonal Skills &amp; Responsibility</b>		
3.1	Discuss various computer types	<b>Course Project: (Work group)</b> critical thinking and ability to seek solutions.	Introduce group project and case study approaches to enable students to have an experience in problem solving situations.
3.2	Elaborate on differences of computer components..		
3.3	Quantify the values of internet protocol, parameters and ethics, and indicate their advantages and disadvantages in our lives		

## 2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	First written mid-term exam	7	20%
2	Second written mid-term exam	12	20%
3	Homework assignments	4	20%

\*Assessment task (i.e., written test, oral test, oral presentation, group project, essay, etc.)

## E. Student Academic Counseling and Support

**Arrangements for availability of faculty and teaching staff for individual student consultations and academic advice:**

- Determine meeting appointments for the weak' students to solve their problems and give them academic advices.
- One office hour daily
- Dealing a workshops.
- Motivate students

## F. Learning Resources and Facilities

### 1.Learning Resources

<b>Required Textbooks</b>	1. List Required Textbooks : • Shelly, Cashman, Vermaat "Discovering Computers fundamentals" 4th edition • ISBN-13: 978-1-4239-1209-5 • ISBN-10: 1-4239-1209-8
<b>Electronic Materials</b>	Video and presentation are available in course page
<b>Other Learning Materials</b>	Internet

## 2. Facilities Required

Item	Resources
<b>Accommodation</b> (Classrooms, laboratories, demonstration rooms/labs, etc.)	Classroom
<b>Technology Resources</b> (AV, data show, Smart Board, software, etc.)	Data show – Smart Board
<b>Other Resources</b> (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	none

## G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
1. Questionnaires (course evaluation) filled by the students and acquired electronically by the University	Students	Indirect Assessment
2. Students-faculty management meetings		
3. Departmental internal review of the course.	Department Council	Questionnaires
4. Midterms and Final Exam	Course Coordinator Staff	Direct Assessment

**Evaluation areas** (e.g., Effectiveness of teaching and assessment, Extent of achievement of course learning outcomes, Quality of learning resources, etc.)

**Evaluators** (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify))

**Assessment Methods** (Direct, Indirect)

## H. Specification Approval Data

Council / Committee	
Reference No.	
Date	

Head of Department

Dr. Muqrin Almuqrin


