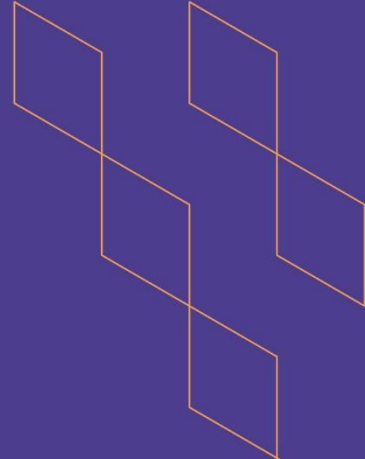# Course Specification

Course Title: **Seminar**

Course Code: **IS1757**

Program: **Computer Information Systems**

Department: **Computer Information Systems**

College: **Computer Science & Information Technology**

Institution: **Al-Baha University**

Version: **1**

Last Revision Date: **March 29, 2023**

Table of Contents:

A. General information about the course:

Course Identification	
1. Credit hours:	3 Credit Hours (3, 0, 0) (Lecture, Lab, Tutorial) (3 Contact Hours)

2. Course type

a.	University ☐	College ☐	Department ☒	Track ☐	Others ☐
b.	Required ☒	Elective ☐			

3. Level/year at which this course is offered:	12th level/ 4th Year

4. Course general Description

The Seminar module is designed to provide students with an opportunity to explore trending topics related to information systems and computer science. This module is intended to build upon the knowledge and skills students have gained throughout their academic program, and to introduce them to new and emerging areas in the field. The course will cover a variety of topics that have not been covered in other modules, with a focus on current trends and developments in the field.

In addition to independent research and analysis, students will be expected to engage in collaborative learning activities. These activities may include group projects, presentations, and discussions, and will be designed to encourage students to share ideas and perspectives, develop critical thinking skills, and enhance their understanding of the field. Through these activities, students will also gain experience in working effectively as part of a team, and in presenting and communicating complex ideas to others.

Overall, this course aims to provide students with a comprehensive understanding of the latest trends and developments in the field of information systems and computer science, as well as to foster their ability to work collaboratively and effectively in a team environment.

5. Pre-requirements for this course (if any): None

6. Co- requirements for this course (if any): None

7. Course Main Objective(s)

1. To introduce students to new and emerging topics related to information systems and computer science.
2. To provide students with an opportunity to explore current trends and developments in the field.
3. To enhance students' critical thinking and problem-solving skills through independent research and analysis.
4. To develop students' ability to work collaboratively and effectively in a team environment.
5. To improve students' communication and presentation skills through the delivery of individual and group presentations.
6. To broaden students' understanding of the interdisciplinary nature of information systems and computer science.
7. To encourage students to think creatively and innovatively about the future of the field.
8. To provide students with a platform for self-directed learning and exploration.
9. To foster an appreciation for the importance of lifelong learning in the field of information systems and computer science.
10. To prepare students for future academic and professional opportunities in the field.

1. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1.	Traditional classroom		
2.	E-learning		
3.	Hybrid • Traditional classroom • E-learning	30	100%
4.	Distance learning		

2. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	30
2.	Laboratory/Studio	
3.	Field	
4.	Tutorial	
5.	Others (specify)	
	Total	30

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

Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding			
1.1	Students will be able to identify and describe the latest trends and developments in the field of information systems and computer science.	K1	- Lectures - Classwork - Self-learning - Assignment	- Research Paper - Final Exam
1.2	Students will be able to analyze and evaluate academic and industry publications on trending topics in the field.	K4	- Self-learning - Assignment	- Research Paper - Final Exam
1.3	Students will be able to synthesize information from multiple sources to generate new insights into emerging topics in information systems and computer science.	K3	- Classwork - Self-learning - Assignment	- Research Paper - Final Exam
2.0	Skills			
2.1	Students will be able to conduct independent research and analysis on new and emerging topics in information systems and computer science.	S1	- Self-learning - Assignment	Group project
2.2	Students will be able to work collaboratively in a team environment to complete assignments and projects, demonstrating effective communication and teamwork skills.	S6	- Classwork - Assignment	Group project
2.3	Students will be able to present complex ideas and concepts clearly and persuasively through individual and group presentations.	S5	- Self-learning - Assignment	Group project
3.0	Values, autonomy, and responsibility			
3.1	Students will demonstrate ethical and responsible behavior in conducting research and presenting ideas to others.	V2	- Self-learning - Assignment	Ethical scenarios
3.2	Students will demonstrate an ability to think creatively and innovatively about the future of the field of information systems and computer science.	V4	- Classwork - Self-learning - Assignment	Creative and innovative assignments

Note: the Course Exit Survey will be used as an indirect Assessment Tool to evaluate the CLO.

C. Course Content

No	List of Topics	Contact Hours
1	Blockchain and Cryptocurrency	5
2	Edge Computing for the Internet of Things	5
3	Virtual and Augmented Reality	5
4	Cloud Computing and Business Intelligence	5
5	Robotics and Automation	5
6	Biometrics and Identity Management	5
Total		30

D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Creative and innovative assignments	3 & 5	10%
2.	Quiz (Ethical scenarios)	6	5%
3.	Research paper	7	15%
4.	Group project	9	10%
5.	Final Exam	12	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	- Antonopoulos, A. M. (2022). Mastering Bitcoin: Unlocking Digital Cryptocurrencies (3rd ed.). O'Reilly Media. - Vermesan, O., & Friess, P. (2017). Internet of things applications: From research and innovation to market deployment (2nd ed.). Taylor & Francis. - Mealy, P. (2022). Virtual & augmented reality for dummies (2nd ed.). John Wiley & Sons. - Lowe, K. W. (2022). Cloud analytics with Microsoft Azure: Building powerful BI and big data solutions in the cloud (2nd ed.). Apress. - Correll, N., Hayes, B., & Paley, D. A. (2021). Introduction to autonomous robots: Mechanisms and sensors, actuators and algorithms (2nd ed.). CRC Press. - Jain, A. K., Flynn, P., & Ross, A. A. (Eds.). (2019). Handbook of biometrics (4th ed.). Springer Science & Business Media.
Supportive References	Gastel, B., & Day, R. A. (2022). *How to write and publish a scientific paper.* ABC-CLIO.
Electronic Materials	- Online articles and blog posts - Academic journals and conference proceedings. Examples include the Journal of Blockchain Research, IEEE Internet of Things Journal, and ACM Transactions on Interactive Intelligent Systems. - Webinars and online tutorials. Platforms such as Coursera, edX, and Udemy offer a range of courses and tutorials on the selected topics. - Podcasts. Examples of relevant podcasts include the Blockchain Insider, IoT For All, and the Augmented Reality Podcast.
Other Learning Materials	Saudi Digital Library (SDL).

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	A classroom or lecture hall with whiteboard for 25 students.
Technology equipment (projector, smart board, software)	- A digital image projection system with connection to desktop computer and laptop computer. - High speed Internet connection. - An instructor computer station.
Other equipment (depending on the nature of the specialty)	None

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	• Students • Faculty • Course Coordinator	• Surveys (indirect). • Direct feedback from students. Comprehensive Course report (where we can find information about teaching difficulties and action plan, …)
Effectiveness of students assessment	• Students • Faculty • Exam Evaluation Committee • Course Coordinator	• Surveys (indirect). • Direct feedback from students. Exam evaluation by the Exam Evaluation Committee (indirect)
Quality of learning resources	• Students • Faculty • Course Coordinator	• Surveys (indirect) Comprehensive Course report (where we can find information about difficulties and challenges about learning resources as well as consequences and action plan, …)
The extent to which CLOs have been achieved	• Faculty • Program Leader • Course Coordinator	• Student Results (direct) Comprehensive Course report (where we can find the CLO assessment results)
Other		

Assessor (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify)
Assessment Methods (Direct, Indirect)

G. Specification Approval Data

COUNCIL /COMMITTEE	Curriculum Committee Meeting
REFERENCE NO.	
DATE	March 30, 2023