

 SLIIT <i>Discover Your Future</i>	DEPARTMENT OF INFORMATION TECHNOLOGY		
	FACULTY OF COMPUTING		

MODULE OUTLINE

Module Name	Professional Skills		
Module Code	IT2090	Version No.	2017 - 1
Year	2	Semester	2
Credit Points	2		
Pre-requisites	None		
Co-requisites	None		
Methods of Delivery	Lectures (Face-to-face)	2	Hours/Week
	Tutorials	0	Hours/Week
	Labs	0	Hours/Week
Course Web Site	http://courseweb.sliit.lk/		
Date of Original Approval	January, 2017		
Date of Next Review	January, 2022		

MODULE DESCRIPTION

Introduction	This module attempts to develop knowledge, skills, attitudes, values and strengths of a student required to maintain an acceptable professional conduct in an organization and society. The student will be groomed to take responsibilities of self-development, abide by social norms and ethics, respect to intellectual property, embrace diversity and respect different opinions. This module makes students aware of essential elements of professionalism to practice in all future engagements both in degree program and in industrial training.		
Learning Outcomes	At the end of the module student will be able to:		
	LO1:	Describe how values and attitudes influence one's work and the importance of managing oneself.	
	LO2:	Demonstrate the ability to be an effective team player in a collaborative environment/organization.	

	LO3:	Demonstrate the ability to respect/admire diversity in organizations and society, and give due consideration to gender, culture, accessibility, digital divide, economic related issues in all interactions with them.		
	LO4:	Demonstrate a responsible behavior in all actions related to an organization and be aware of legal implications/consequences of irresponsibility and misconduct.		
	LO5:	Describe intellectual property, copy rights, patents, trademarks and steps of converting novel ideas to new business ventures.		
Assessment Criteria	During the semester, there will be a set of assignments students have to submit. At the end of the semester there will be a comprehensive written final exam. The distribution of marks for the assessed components of the module are as follows:			
	Continuous Assessments			
	• Assignments	40	%	LO1 – LO5
	End Semester Assessment			
	• Final Examination	60	%	LO1 – LO5
	TOTAL	100	%	
Estimated Student Workload	Contact Hours			
	• Lecture	26 hours		
	• Tutorial	00 hours		
	• Laboratory	00 hours		
	Time Allocated for Assessments			
	• Continuous Assessments	00 hours		
	• Final Examination	02 hours		
	Reading and Independent Study		72 hours	
	TOTAL		100 hours	
Module Requirement	To pass this module, students need to obtain an overall mark that would qualify for a “C” grade or above			
Primary References	[1]Stephen P. Robbins, Timothy A. Judge, <i>Organizational Behavior</i> , Student Value Edition (16 th Edition), Pearson College Division, 2014.			
	[2] Mark A. Lemley, Peter S. Menell, Robert P. Merges, <i>Intellectual Property in the New Technological Age: Vol. I Perspectives, Trade Secrets and Patents: 2016</i> , Clause 8 Publishing, Vol. I, 2016.			
	[3]Kidder David, <i>The Startup Playbook: Secrets of the Fastest-Growing Startups from their Founding Entrepreneurs</i> , Chronicle Books LLC, 2012.			

CONTENTS OF THE MODULE	
Topic	Learning Outcomes covered
1. Values, Attitudes and Personal Development <ul style="list-style-type: none"> • Values of an individual, organization, Positive and negative attitudes, their impact on one's work/progress and on organization, Managing oneself, Character and Personality • Importance of lifelong learning and Continuing Professional Development (CPD) 	LO1
2. Teamwork concepts and issues <ul style="list-style-type: none"> • Group structure, Relationships with the members, Communication patterns, Personality types, Group dynamics • Perceptions, attitudes, opinions, and behaviors towards achieving one common goal, conflicts and conflict resolution • Leadership styles, Difference between a manager and leader, Characteristics of a good leader 	LO2
3. Embrace diversity in teams, organization and society <ul style="list-style-type: none"> • Issues pertaining to diversity (age, gender, culture, accessibility, digital divide, economic issues), Social impact of IT, Online communities and social implications 	LO3
4. Professional responsibilities, ethics and legal issues <ul style="list-style-type: none"> • Employment contracts, Accountability, responsibility and liability, Professional ethics in the field of information technology, Codes of Ethics in different areas (healthcare, education) • Workplace issues (harassment, discrimination) • Nature and role of professional bodies and code of conduct 	LO4

<p>5. Intellectual property</p> <ul style="list-style-type: none"> Foundations of intellectual property, Ownership of information, Software piracy, Fair use, Copyrights, Patents, Trademarks and Trade secrets, Non-disclosure agreements, Intellectual property laws and consequences of breaking them. 	LO5
<p>6. Entrepreneurship</p> <ul style="list-style-type: none"> Start-ups, Business models, developing business plans, Angel networks and other opportunities, how to register a business 	LO5

GENERIC INFORMATION

Any type of plagiarism is not allowed.

Plagiarism: Academic honesty is crucial to a student's credibility and self-esteem, and ultimately reflects the values and morals of the Institute as whole. A student may work together with one or a group of students discussing assignment content, identifying relevant references, and debating issues relevant to the subject. Plagiarism occurs when the work of another person, or persons, is used and presented as one's own.

-----End of Module Outline-----