Course Title:	**Service modelling**
Course Code:	**INFS604**
Descriptor Start Date:	**31/01/2025**

POINTS:	**15.00**
LEVEL:	**6**
PREREQUISITE/S:	**None**
COREQUISITE/S:	**None**
RESTRICTION/S:	**None**

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

Covers designing and modelling software-based service systems and service-based software architectures. Examines service interfaces from the user experience level down to the infrastructure layers – and uses a range of methods and tools to construct service-based system architecture models. The paper also covers methods and tools used specifically at different infrastructure layers to include their specific characteristics such as the cloud-based infrastructure services.

LEARNING OUTCOMES

1. Apply suitable tools and methods in service-based systems analysis and modelling
2. Apply suitable tools and techniques in service interface validation and quality analysis
3. Analyse, model and re-engineer business processes and user experiences in using digital services
4. Utilise different infrastructure services in designs and analyse different service models and their impact in offering these services

CONTENT

- Frameworks and tools for enterprise architecture and software services modelling
- Service standards
- Service boundaries, clusters and service characteristics
- Quality of Service (QoS) modelling
- Cloud service models (e.g. SaaS, PaaS and IaaS)
- Service business models and value-networks
- Business process reengineering

LEARNING & TEACHING STRATEGIES

Lectures and classroom discussion in which topics will be related to relevant needs, Handouts, Worksheets, Role plays, Practical assignments and simulated exercises, Assignments, PowerPoint presentations, Portfolio, Case studies, Tests, Research.

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Weekly-based tasks submitted in the form of a final report	100.00	1,2,3,4

Grade Map **MAP1**

A+ A A- Pass with Distinction
B+ B B- Pass with Merit
C+ C C- Pass
D Fail

Overall requirement/s to pass the course:

To pass this course, students must attempt all summative assessments and achieve a minimum overall grade of C-.

LEARNING RESOURCES

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For further information, contact: Te Ara Auaha - Faculty of Design & Creative Technologies

Principal Programme:	**AK3697, Bachelor of Computer and Information Sciences**
Related Programme/s:	**AK3698** **AK3756** **ICE1** **INEXCH1** **SABRD1**