



**COLLEGE OF ARTS AND SCIENCES
UNIVERSITI UTARA MALAYSIA**

No.		Information on Course
1.		Course Name : PRACTICUM
2.		Course Code: STIX3912
3.		Name(s) of Academic Staff: Appointed supervisors, SOC
4.		Rationale for the inclusion of the course in the programme: This is a compulsory course for all BIT/BSc IT students to fulfil the requirement for the award of Bachelor of IT with Honors (BIT/BSc IT (Hons)). Duration for practicum is 6 months.
5.		Semester/Year Offered: 6/3
6.		Credit Value: 12
7.		Pre-requisite (if any): Completed all taught courses
8.		Objective(s) of Course : <ol style="list-style-type: none"> 1. To expose the students to real working environment 2. To enhance the students' knowledge through exposure to industrial/organization's operation 3. To provide opportunities for the students to conduct real tasks in a more challenging environment
9.		Course Learning Outcomes: Upon completion of the course, students will be able to <ol style="list-style-type: none"> 1. develop at least one IT-related project [C5, P4, A3] 2. produce a project report [C3, P2, A3] 3. present a workable project [C6, P4, A3] 4. demonstrate relevant organizational skills [C6, P5, A4]

10.		Transferable Skills: Critical thinking, problem solving, teamwork skills, communication skills, lifelong learning.						
11.		Teaching-learning and assessment strategy: Mixed method between supervision-based and student-centred. For the assessment strategy, it is a continuous assessment throughout practicum, written assessment and oral presentation.						
12.		Synopsis: This course aims to expose students to the real working environment, to enhance knowledge and provides opportunities to conduct a real IT-related project in a challenging working environment. Students will be placed at the selected organizations for six (6) months under close supervisions of organization’s supervisor. At the end of Practicum, students are required to present their workable project together with their final report.						
13.		Mode of Delivery: Project and self-directed learning (SDL)						
14.		Assessment Methods and Types: Company’s evaluation: 40% UUM’s evaluation : 60%						
15.		Content outline of the course/module and the SLT per topic						
Topic		Learning Outcomes	Face to Face				SL	TLT
			L	T	P	SCL		
1.0 Introduction to Organization <ul style="list-style-type: none">General information about organizationStructure of the organizationObjective, Mission, and VisionActivities of the organizationOperations of the organization		4				80		
2.0 IT Project <ul style="list-style-type: none">Intelligent SystemSoftware EngineeringComputer NetworkingInformation ManagementOther relevant IT-related projects		1, 2, 3				160		

3.0 Communication <ul style="list-style-type: none">• Discussion and meeting• Presentation• Project demonstration• Communication skills in organization and real working exposure on project• Involvement in the organization activities• Communication experience with client, customers and end users• Teamwork management and collaboration	3, 4				160		
4.0 Documentation <ul style="list-style-type: none">• Proposal writing• Final Report• Log book writing	2				80		
					480		480
Assessment		Face to Face			SL		TLT
UUM’s evaluation 60%							160
Company’s evaluation 40%							320
Total Notional Hours							480
Credit Hours		12					
References: Practicum Guideline (2014), School of Computing, College of Arts & Sciences, University Utara Malaysia.							