

## DEPARTMENT OF INFORMATION TECHNOLOGY

## **FACULTY OF COMPUTING**

## **MODULE OUTLINE**

Module Name	Emple	Employability Skills Development Seminar					
Module Code	IT2100		Version No.	2	2017- 1		
Year/Level	2		Semester	2			
Credit Points	1	1					
Pre-requisites	None	None					
Co-requisites	None	None					
Methods of Delivery		Lectures			2	Hours/Week	
Course Web Site		http://courseweb.sliit.lk/					
Date of Original Approval		January, 2017					
Date of Next Review		January, 2022					

MODULE DESCRIPTION					
Introduction	The Aim of this module is to provide students with an exposure of what is required to practice in the industry as an IT graduate. The lectures will be conducted for the students following the 2 <sup>nd</sup> year second semester. This is a Non GPA compulsory module offered to all students following the four year IT degree.				
Learning Outcomes	At the end of the module student will be able to:				
	LO1:	Distinguish the differences between academic and industrial environments			
	LO2:	Explain the tools & technologies used in the industrial context			
	LO3:	Recognize different job roles available for IT graduates			
	LO4:	Apply ethics, industrial safety standards and processes			
Assessment Criteria					

	In Class Tests	70	%	LO1, LO2, LO3, LO4				
	Assignment	30	%	LO1, LO2, LO3, LO4				
Estimated Student Workload	TOTAL	100	%					
	Contact Hours  • Lecture			26 hours				
	Time Allocated for Assessments <ul><li>Continuous Assessments</li></ul>	12 hours						
	Time Allocated for Self-Directed Studies	12 hours						
	TOTAL	50 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	John Sonmez, Soft Skills: The software developer's life manual, 1st Edition, 2015							

CONTENTS OF THE MODULE					
Topic	Learning Outcomes covered				
1. Importance of Soft Skills					
<ul> <li>Types of soft skills needed in the industrial context</li> </ul>	LO1, LO3, LO4				
<ul> <li>Application of soft skills in different environments</li> </ul>					
<ul> <li>Domination of different soft skills according to the situation</li> </ul>					
<ul> <li>2. Expectations of the Industry</li> <li>Similarities and differences between academic and industrial environment</li> </ul>	LO1, LO3, LO4				
<ul> <li>Differences between students to an employees</li> </ul>					
<ul> <li>Job roles for IT Graduates</li> <li>Types of job roles available in the local and global market</li> <li>Elaboration of job roles in the IT hemisphere</li> </ul>	LO3				
<ul> <li>4. Different tools and technologies used in the industry.</li> <li>New tools being introduced to the industry</li> <li>Elaboration of how these tools work together in the IT hemisphere</li> </ul>	LO2				
<ul> <li>5. Ethics and Professionalism</li> <li>What is Professionalism</li> <li>Value Systems</li> <li>How ethics, values and professionalism work together in the industrial context</li> </ul>	LO4				

## **GENERIC INFORMATION**

		C	1 .	•	•		11	1
$\Delta n v$	tuna	$\alpha t r$	ปากกา	arism	10	not	allo	MAKE
$\Delta \Pi V$	LVDC	$o_1$ $\iota$	пачі	arism	10	поі	ano	wcu.
	J I	· I						

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	