

**INTI INTERNATIONAL UNIVERSITY**  
**COURSE STRUCTURE**

**PROGRAMME: DIPLOMA IN INFORMATION AND COMMUNICATIONS TECHNOLOGY (DICTN)**

1.	NAME OF COURSE/MODULE: CAPSTONE PROJECT																			
2.	COURSE CODE: CAP2100																			
3.	RATIONALE FOR THE INCLUSION OF THE COURSE/MODULE IN THE PROGRAMME : This module is designed to give the students the opportunity to work in a group system project under the supervision of a lecturer.																			
4.	STUDENT LEARNING TIME (SLT)	Total Face to Face					Total Student Independent Learning Time													
		L	T	P	O	A	OL	IL												
	L = Lecture T = Tutorial P = Practical O= Others A= Assessment OL= Online Learning IL= Independent Learning	14	14		14	2		116												
5.	CREDIT VALUE: 4																			
6.	PREREQUISITE (if any): ICT1106 System Analysis and Design AND EITHER ICT2100 Object-oriented Programming, ICT2107 E-Commerce Theory and Applications, or ICT2105 Interactive Multimedia																			
7.	LEARNING OUTCOMES: On completion of the course, students will be able to: 1. Conduct background studies and employ fact-finding techniques to identify user requirements. 2. Produce UML, class diagrams or storyboards related to the system design. 3. Apply appropriate system implementation and testing strategies. 4. Present the project outcomes confidently in verbal and written forms.																			
8.	SYNOPSIS: The students are to produce a project that covers both theory and practical programming of an information system development. Along with a functioning system, students need to submit project documentation at the end of this course. The students will have scheduled consultations with the supervisor.																			
9.	MODE OF DELIVERY: Consultation Consultation can be both face to face and online.																			
10.	ASSESSMENT METHODS AND TYPES:																			
	<table><tr><td>Method</td><td>Types</td><td>Weightage (%)</td></tr><tr><td rowspan="4">Summative Assessment</td><td>Pre-Viva Presentation</td><td>10</td></tr><tr><td>Viva/Oral Presentation</td><td>15</td></tr><tr><td>Final Documentation</td><td>30</td></tr><tr><td>Project Outcome</td><td>45</td></tr></table>								Method	Types	Weightage (%)	Summative Assessment	Pre-Viva Presentation	10	Viva/Oral Presentation	15	Final Documentation	30	Project Outcome	45
Method	Types	Weightage (%)																		
Summative Assessment	Pre-Viva Presentation	10																		
	Viva/Oral Presentation	15																		
	Final Documentation	30																		
	Project Outcome	45																		

11.

CONTENT OUTLINE OF THE COURSE/MODULE AND THE SLT PER TOPIC:

Sessions	Topics	LO	L	T	P	OL	Total		
							O	A	IL
1-2	Introduction to the module <ul style="list-style-type: none"><li>Project requirements and expectations</li></ul>	I	2	2					
3-6	Project title selection and approval <ul style="list-style-type: none"><li>Define project objectives, scopes and constraints</li><li><b>Submission of project proposal: Week 3.</b></li></ul>	I	4	4					
7-8	Refinement of Project Proposal <ul style="list-style-type: none"><li><b>Submission of Finalized Project Proposal and Chapter 1 of Documentation: Week 4.</b></li></ul>	I	2	2					
9-12	Literature reviews <ul style="list-style-type: none"><li><b>Submission of Chapter 2 of documentation: Week 6</b></li></ul>	I	4	4					
13-14	Fact-findings and System design <ul style="list-style-type: none"><li>Collect user requirements (using any fact-finding techniques)</li></ul>	I,2	2	2					
15-16	System design <ul style="list-style-type: none"><li>Design system logic using Functional Decomposition Diagram, Business Process Model, Use Case Diagram, Class Diagram, Activity Diagram and User Interface Design.</li><li>Database design, Data Normalization</li><li><b>Submission of Chapter 3 of documentation: Week 8</b></li></ul>	2							
17-24	Coding Develop system based on system design in Chapter 3.	3							
25 - 26	Testing and debugging <ul style="list-style-type: none"><li>Define the criteria for testing</li><li>Test the completed system</li><li>Create test plans</li><li>State expected and actual test results</li><li>Refine system coding if necessary</li><li>Modify chapter 4</li><li>Post implementation evaluation</li><li><b>Submission of Chapter 4 of Documentation: Week 14</b></li></ul>	3							

	27 - 28	Viva/Oral Assessment • Submission of Final Documentation and system presentation	4							
		<b>TOTAL</b>		<b>14</b>	<b>14</b>				<b>2</b>	<b>116</b>
<i>Lecture (L), Tutorial (T), Practical (P), Others(O), Assessment (A), Online Learning(OL), Independent Learning (IL), Learning Outcome (LO)</i>										
12.	<b>MAIN REFERENCE(S) SUPPORTING COURSE:</b>  <b>BASIC TEXTS:</b> Nil <b>REFERENCE:</b> <ol style="list-style-type: none"> <li>Bennett, S. Object-oriented Systems Analysis and Design Using UML. 4<sup>th</sup> Ed., McGraw-Hill, 2010.</li> <li>Connolly T. and Begg C.,(2014), <i>Database Systems: A Practical Approach to Design, Implementation and Management</i>, 6<sup>th</sup> edition, Addison Wesley.</li> </ol>									
13.	<b>OTHER ADDITIONAL INFORMATION</b> (if any):  <div style="border: 1px solid black; padding: 5px;"> <p><b>A student who obtains a grade C- (45 -49 marks) in a 100% coursework module is required to resubmit the coursework component determined by the lecturer and ascertained at the Exam Board. Resubmission marks will be capped at a maximum of 50 marks or a grade C.</b></p> <p><b>A passing mark can only be achieved when the student attempts both the coursework and final exams.</b></p> <p><b>Grading Scale</b>  A+ (90-100), A (80-89), A- (75-79), B+ (70-74), B (65-69), B- (60-64), C+ (55-59), C (50-54), C- (45-49), D (40-44), F (0-39).  Resit Pass (50-100), Resit Fail (0-49).</p> </div>									