MULTIMEDIA UNIVERSITY®

COURSE INFORMATION

1 .	**Name of Course**	Computing Project
2 .	**Course Code**	DCS5098
3 .	**Type of Course** **(e.g. : Core, major, elective etc.)**	Core/Major
4 .	**Synopsis**	This course prepares students with the knowledge in developing web-based, standalone or multimedia system as final year project which contains commercial value.
5 .	**Version** **(State the date of theSenate's approval - previous and the current approval date)**	Current: September 2017 Previous: June 2017
6 .	**Name(s) of Academic Staff**	Lim Liyen, Nurul Aini Binti Mohamad Nordan
7 .	**Semester and Year Offered**	Trimester 4, Year 2
8 .	**Credit Value**	4
9 .	**Pre-Requisite**	Pass at least 50 credit hours exclusive MPU subjects
10 .	**Objective of the course in the programme:**	
	To enable students to gain experience in self-organisation, project planning and control and to practice and experience the important phases in system development life cycle such as planning, system analysis, system design, system development and implementation.	
11 .	**Justification for including the course in the programme:**	
	To develop the student's ability to take a real-world system problem of suitable scale and complexity, apply theoretical computing and scientific principles to design a solution to the problem.	
14 .	**Transferable Skills:**	
	Problem solving Professionalism Teamwork Entrepreneurial skill	
15 .	**Distribution of Student Learning Time (SLT)**	

	Course Content Outline	****CLO**	**Teaching and Learning Activities**				**Guided Learning (NF2F)***	**Independent Learning (NF2F)***	**Total SLT**
			Guided Learning (F2F)*						
			***L**	***T**	***P**	***O**			
1	**Supervisor's Consultation** The final year project is done in a group of two to three students and students will be provided with a list of project titles which are either proposed by respective IT lecturers or by students. Each project group will select their preferred supervisor together with the chosen title based on the supervisor's area of expertise. In the case that students would like to take the title which is not proposed by their supervisor, it is up to the supervisor to decide if the title can be accepted as supervision. If a project group fails to find a supervisor, the subject coordinator will appoint one for them. Students must meet their supervisors regularly and show progress to make sure they comply with the deadline. The responsibility of the supervisor is to guide the students through the project in line with the academic requirements, rules and procedures, provides opinion, advice and critic, and suggest references or tools that can help the students in their project accomplishment. Supervisor will assess each member in a project group via the evaluation of general effort.	**CLO1, CLO2, CLO3, CLO4, CLO5**				14		14	28
2	**Interim Presentation** Each project group will present their works at the end of interim stage.	**CLO3**				1			1
3	**Final Presentation** Upon the completion of final system, each project group will demonstrate the system in the final presentation.	**CLO3**				1			1
								Total SLT	**30**

SUMMATIVE ASSESSMENT

1. Continuous Assessment	**Percentage %**	**Total SLT**
Interim prototype	10%	28
Interim presentation	10%	4

	Interim report	10%	5	
	Final system	40%	84	
	Final presentation	10%	4	
	Final report	10%	5	
	General effort	10%	-	
	Total SLT for Continuous Assessment		**130**	
	2. Final Assessment	**Percentage %**	**Total SLT**	
			F2F	**ILT**
	Final Exam	0%	0	0
	Total SLT for Final Assessment (F2F + NF2F)		**0**	
	Grand Total	**100%**	**160**	
	****Indicate the CLO based on the CLO's numbering in Item 12.** ***L= Lecture, *T= Tutorial, *P= Practical, *O= Others, F2F*= Face to Face, NF2F*= Non Face to Face**			
16 .	**Identify Special Requirement to Deliver the Course (e.g., software, nursery, computer lab, simulation room):**			
17 .	**Main References:** Robert W. Sebesta, Programming the World Wide Web, 8th Edition, Addison Wesley, 2015			
18 .	**Additional References:**			
	Sebesta, R. W. (2015). Programming the World Wide Web, 8th Ed., Addison Wesley. Gilmore, W. J. (2015). Beginning PHP and MySQL: from novice to professional, 5th Ed., Apress. Labrecque, J. & Schwartz R. (2016). Learn Interactive Media Using Adobe Flash Professional CC, 1st Ed., Adobe Press. Vaughan, T. (2014). Multimedia: Making it Work, 10th Ed., McGraw Hill.			