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| **Components** | **Learning Goals** | **Course Learning Objective** | **Assessment Method** |
| All assignments and projects | * Oral Communication * Written Communication * Teamwork & Interpersonal Skills * Motivation & development of Self & Others | We are set in a business environment that is fast-paced and demands team works.  Students are grouped to form a virtual “bank” at the beginning of the course.  Both assignment and final project need the team to rotate their roles (lead, tech, business, sales, etc) and present the result. | I will assess the project based on:   * Overall result * Each member’s role-playing and individual contribution * Oral and written communication in presentation and writing. |
| Below are assignment-specific goals | | | |
| Assignment (2nd Week) | * Acquisition of Knowledge | Pick up new knowledge and technology quickly.  Active learning to related  Able to prototype system | Assignment that needs students to interact with 3rd party service provider.  They are expected to know component individually and assemble them together to make an application.  They rely on the fundamental principles learnt from the lecture and pick up necessary details from online documentation and resources to reach the goal. |
| Assignment (4th Week) | * Acquisition of Knowledge * Quantitative Literacy | Know how data and flow of data plays central role in current business world. There are three areas:   * Logic thinking of data processing technical. * Clarity in data visualization * Dealing the complexity of handling user-interaction. | Two stages approach:  1.    Step-by-step guided tutorial for the completeness of an application  2.    Open-end assignment: given pieces of data, how to prototype a data service around it. |
| Assignment (5th Week) | * Acquisition of Knowledge * Quantitative Literacy * Ethical Reasoning | Blockchain is an emerging technology that its use is wide-open. Students shall grow independent thinking about the application of such technology.   * Examine the needs for such technology * Analyze its current impact and value | * Deriving ideas for next-generation applications. * Able to prototype Blockchain-based application |
| Class Participation | * Oral Communication * Teamwork & Interpersonal Skills | We adopt different types of teaching material in the course: technology literacy (emphasis on know-what), practical (on know-how) and emerging technology (on know-why). | I will value student’s participation for different kinds of teaching material. |
| Final Project | * Acquisition of Knowledge * Quantitative Literacy * Ethical Reasoning | * It’s complete-in-concept and proof-of-concept prototype for a financial service, which integrates front-end, analytics and back-end engine | * Concept: what’s the objective, how to reach it. * Completeness: from interpretation, calculation, to application and presentation. * Ethnic reasoning: what’s social impact of such application? Benefits? And potential hacking hazard? How to prevent? |