UNIVERSITY OF BRIGHTON

Covid-19 Module Delivery Statement 2020/21

School	Computing Engineering and Mathematics
Module(s) code and name	CI401 Introduction to Programming

Module Delivery Statement
The module will be a blended delivery of live scheduled sessions (on campus/via Teams) and asynchronous delivery via MyStudies. Student contact hours remain the same as outlined in the module specification. Lectures (1hr p/w) and Seminars (1hr p/w) will be delivered online. Labs (1hr p/w) will be delivered in computer labs and online with the expectation that approximately 50% will be face to face. Lectures will be available for asynchronous access, and additional asynchronous support (formative tests, Q/A forums, resources etc). will be provided through MyStudies. The balance of scheduled/contact and independent study will not change. Scheduled study will be approximately 80% online.

University of Brighton

MODULE DETAILS

Module title	Introduction to Programming								
Module code	CI401								
Credit value	20								
Level Mark the box to the right of the appropriate level with an 'X'	Level 4	X	Level 5		Level 6		Level 7		Level 8	
	Level 0 (for modules at foundation level)						

Entry criteria for registration on this module

Pre-requisites Specify in terms of module codes or equivalent	
Co-requisite modules Specify in terms of module codes or equivalent	

Module delivery

Mode of delivery	Taught	X	Distance		Placement		Online	
	Other							
Pattern of delivery	Weekly	X	Block		Other			
When module is delivered	Semester 1		Semester 2		Throughout year	X		
	Other							

Brief description of module content and/ or aims Overview (max 80 words)	The module is the entry level programming module and will introduce the student to the fundamental concepts and skills required to write simple programs in a high-level language.
Module team/ author/ coordinator(s)	Roger Evans, Ran Song, Robin Heath and James Burton
School	Computing, Engineering and Mathematics
Site/ campus where delivered	Moulsecoomb

Course(s) for which module is appropriate and status on that course

Course	Status (mandatory/ compulsory/ optional)
BSc (Hons) Computer Science	Compulsory
BSc (Hons) Computer Science for Games	Compulsory
BSc (Hons) Computer Science with Artificial Intelligence	Compulsory
BSc (Hons) Digital Games Development	Compulsory
BSc (Hons) Software Engineering	Compulsory
BSc (Hons) Computing for Web and Mobile	Compulsory
BSc (Hons) Computer Science with Cyber Security	Compulsory

MODULE AIMS, ASSESSMENT AND SUPPORT

Aims	This module aims to: • Introduce the student to the fundamental concepts of computer algorithms and programming. • Provide the student with a basis of understanding from which they may learn other programming languages and paradigms.
Learning outcomes	On successful completion of the module the student will be able to:

	1. Use sequence, selection and iteration to develop simple applications 2. Utilise a variety of data types and collections 3. Design and develop simple programs, including detection and correction of errors in both logic and syntax 4. Test and debug simple programs 5. Demonstrate a practical understanding of Object Oriented programming techniques 6. Provide documentation for programs including comments in code and simple technical descriptions
Content	• Problem solving techniques • Data types and expressions • Control structures including loops and conditional statements • Input and output • Functions • Objects including attributes, methods and parameters Programming is taught using an appropriate high-level language such as Java.
Learning support	**Indicative reading** Latest editions of the following: Sierra, K. and Bates, B., *Head First Java*. O'Reilly Media, Inc. Burd, B., *Beginning Programming with Java for Dummies*. For Dummies **Software** Java and associated integrated development environment. **Online resources** Web links will be provided on StudentCentral during module delivery. These will include links to on-line tutorials such as those available at Lynda.com.

Teaching and learning activities	
Details of teaching and learning activities	**Face to face learning:** Lectures will be used for exposition of topics, provide context, and suggest appropriate material. Lab sessions, will provide practical experience in developing programs. **Online learning:** All study materials will be made available on a Virtual Learning Environment (StudentCentral).. **Formative assessment:** The formative assessment consists of an online quiz in each semester with feedback being provided by tutors in class.

Allocation of study hours (indicative) Where 10 credits = 100 learning hours		**Study hours**
SCHEDULED	This is an indication of the number of hours students can expect to spend in scheduled teaching activities including lectures, seminars, tutorials, project supervision, demonstrations, practical classes and workshops, supervised time in workshops/ studios, fieldwork, and external visits.	72
GUIDED INDEPENDENT STUDY	All students are expected to undertake guided independent study which includes wider reading/ practice, follow-up work, the completion of assessment tasks, and revisions.	128

PLACEMENT	The placement is a specific type of learning away from the University. It includes work-based learning and study that occurs overseas.	0
	TOTAL STUDY HOURS	**200**

Assessment tasks		
Details of assessment on this module	**Task 1 (50%)** Simple Application (LO 1,2,3,4,5,6). As part of their guided independent study and weekly lab classes, students will create a simple application. This coursework requires each student to submit their application and a technical report which explains how their code works. (17.5 hours) **Task 2 (50%)** 1.5 hour examination (LO 1,2,3,4,5,6). The examination is open book: students are permitted to bring in a hard copy workbook of material relating to the practical exercises done in class.	

Types of assessment task[1] Indicative list of summative assessment tasks which lead to the award of credit or which are required for progression.		**% weighting** (or indicate if component is pass/fail)
WRITTEN	Written exam	50
COURSEWORK	Written assignment/ essay, report, dissertation, portfolio, project output, *set exercise*	50
PRACTICAL	Oral assessment and presentation, practical skills assessment, *set exercise*	

EXAMINATION INFORMATION	
Area examination board	Computing

Refer to University for guidance in completing the following sections

External examiners			
Name	**Position and institution**	**Date appointed**	**Date tenure ends**
Dr Suraj Ajit	Senior lecturer, The University of Northampton	01 Dec 2018	30 Sep 2022

QUALITY ASSURANCE	
Date of first approval Only complete where this is not the first version	CDR April 2018
Date of last revision Only complete where this is not the first version	Editorial change Feb 19, Editorial change Jun 19
Date of approval for this version	January 2020
Version number	2.0

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[1] Set exercises, which assess the application of knowledge or analytical, problem-solving or evaluative skills, are included under the type of assessment most appropriate to the particular task.

Modules replaced Specify codes of modules for which this is a replacement	CI101			
Available as free-standing module?	Yes		No	X