

*Republic of Iraq*  
*Ministry of Higher Education & Scientific Research*  
*Supervision and Scientific Evaluation Directorate*  
*Quality Assurance and Academic Accreditation*  
*International Accreditation Dept.*

## *Academic Program Specification Form for the Academic Year 2020-2021*

*University: University of Technology*  
*College : Computer Sciences Department – Multimedia*  
*Number Of Departments in The College : 6*  
*Date of Form Completion: 9-6-2021*

*Programme Mager's Name :*

*Dr. Asia Ali Salman*

*Date: June 2021*

*Signature*



*Quality Assurance and  
Evaluation Correction*

*director: Nada Najeel Kamal*

*Date: June 2021*

*Signature:*

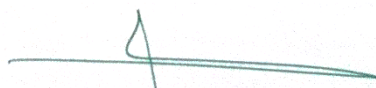


*Dean's Name: Dr. Aliaa Karim*

*Abdul Hassan*

*Date: June 2021*

*Signature*



*أ.د. بختيار عزيز جبار*  
*رئيس قسم*

*Deans Assistant for Scientific  
Affairs: Nuha Jamil Ibrahim*

*Date: June 2021*

*Signature*



## TEMPLATE FOR PROGRAMME SPECIFICATION

### HIGHER EDUCATION PERFORMANCE REVIEW: PROGRAMME REVIEW

#### PROGRAMME SPECIFICATION

This Programme Specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. It is supported by a specification for each course that contributes to the programme.

1. Teaching Institution	University of technology
2. University Department/Centre	Department of computer sciences
3. Programme Title	Multimedia
4. Title of Final Award	B.SC. in computer sciences
5. Modes of Attendance offered	courses
6. Accreditation	ABET
7. Other external influences	no
8. Date of production/revision of this specification	9-6-2021
9. Aims of the Programme	

The first goal: To graduate qualified students to work in the multimedia field.

The second goal: to understand and support the relationship of building multimedia applications with the needs of the community.

The third goal: to develop the field of knowledge.

## 10. Learning Outcomes, Teaching, Learning and Assessment Methods

### **A. Knowledge and understanding**

A1- Knowing the facts related to multimedia

A2- Know the terminology associated with multimedia

A3- The student explains the concepts, techniques and problems of multimedia

A4- The student remembers, describes and enumerates these concepts after graduating

### **B. Subject-specific skills**

B1 - Writing application systems according to Image processing and pattern recognition in different programming languages

### Teaching and Learning Methods

Theoretical books, scientific laboratories, homework, projects, Electronic references

Assessment methods
Semester and final exam , laboratory exam, semester projects, special studies
<b>C. Thinking Skills</b>  C1- Give the student ways to analyze the problem and solve it C 2- Adding mental skills to him C 3- Expanding his mental, predictive and creative thinking
Teaching and Learning Methods
Electronic lectures and on electronic platforms, illustrative examples, the use of modern methods of learning such as data show devices or other platforms like Google Classroom or Canvas
Assessment methods
Theoretical and practical exam - daily tests and surprise exams - homework and activity - class discussions, Making mini projects
<b>D- General and transferable skills (or) other skills related to employability and personal development</b>  D1- Building systems, using software, designing systems, solving problems, communicating in computer science D2- Using new technologies to solve problems D3- Computer laboratories management

<b>Learning Methods</b> lectures, illustrative examples, the use of modern methods of learning such as data show devices
<b>Assessment methods</b> Theoretical and practical exam - daily tests and surprise exams - homework and activity - class discussions, Making mini projects

<b>13. Personal Development Planning</b>
Graduate Studies Research and projects Participation in seminars and conferences
<b>14. Admission criteria.</b>
Central Admission
<b>15. Key sources of information about the programme</b>

1. Labor market requirements
2. Keeping pace with scientific development

## Multimedia Curriculum

### First Class – First Course

ت	اسم المادة	Subject	رمز المادة Code Subject	No. Of Theory hour	No. of Lab. hour	Tutorial	No. of Units
1	البرمجة المهيكلية 1	Structured Programming I	CSCL1101	3	2	1	4
2	الرياضيات 1	Mathematics I	CSCL1103	2	-	1	2
3	الهياكل المتقطعة 1	I Discrete Structures	CSCL1105	2	-	1	2
4	تركيب الحاسوب	Computer Organization	CSCL1107	2	-	1	2
5	مدخل الى الاحصاء	Introduction to Statistics	CSCL1109	2	-	1	2
6	مبادئ الوسائط الرقمية	Principles of Digital Media	CSMM1101	2	-	-	2
7	اللغة الانكليزية 1	English Language 1	CSCL1111	2	-	-	1
8	المعامل	Work shop	UT100	-	2	-	2
Total				15	4	5	17

### First Class – Second Course

ت	اسم المادة	Subject	رمز المادة Code Subject	No. Of Theory hour	No. of Lab. hour	Tutorial	No. of Units
1	البرمجة المهيكلية 2	Structured II Programming	CSCL1202	3	2	1	4
2	الرياضيات 2	Mathematics II	CSCL1204	2	-	1	2
3	الهياكل المتقطعة 2	Discrete Structures II	CSCL1206	2	-	1	2
4	التصميم المنطقي	Logic Design	CSCL1208	2	2	1	3
5	نظرية الاحتمالات	Probabilistic Theory	CSCL1210	2	-	1	2
6	تكنولوجيا الوسائط المتعددة	Multimedia Technology	CSMM1202	2	-	-	2
7	هندسة برامجيات 1	Software Engineering 1	CSMM1203	2	2	1	3
8	المعامل	Work shop		-	2	-	3
Total				15	8	6	21

### Second Class – First Course

ت	اسم المادة	Subject	رمز المادة Code Subject	No. Of Theory hour	No. of Lab. hour	Tutorial	No. of Units
1	برمجة شينية 1	Object Oriented Programming I	CSCL2112	2	2	1	3
2	هياكل بيانات	Data Structures	CSCL2114	2	2	1	3

3	1	2	2	CSCL2116	Mathematics III	رياضيات 3	3
3	1	2	2	CSCL2118	Database Foundation	اساسيات قواعد البيانات	4
2	-	-	2	CSMM2104	Information Theory	نظرية المعلومات	5
2	-	-	2	CSMM1202	Multimedia Technology	تكنولوجيا الوسائط المتعددة	6
2	1	-	2	CSMM1203	Software Engineering 1	هندسة برامجيات 1	7
18	5	8	14		Total		

#### Second Class – Second Course

No. of Units	Tutorial	No. of Lab. hour	No. Of Theory hour	رمز المادة Code Subject	Subject	اسم المادة	ت
3	1	2	2	CSCL2213	Object oriented programming II	برمجة شينية 2	1
3	1	2	2	CSCL2215	Sorting and Searching Algorithms	خوارزميات البحث والترتيب	2
3	1	2	2	CSCL2217	Numerical Analysis	تحليل عددي	3
3	1	2	2	CSCL2219	Database Design	تصميم قواعد بيانات	4
3	1	2	2	CSMM2205	Software Engineering 2	هندسة برامجيات 2	5
1	-	-	2	CSCL2221	Democracy	ديمقراطية	6
1	-	-	2	CSCL2122	English Language II	لغة انكليزية 2	7
17	5	10	14		Total		



## Curriculum Skills Map

**please tick in the relevant boxes where individual Programme Learning Outcomes are being assessed**

				Programme Learning Outcomes															
Year / Level	Course Code	Course Title	Core (C) Opti on (O)	General and Transferable Skills (or) Other skills relevant to employability and personal development				Thinking Skills			Subject-specific skills				Knowledge and understanding				
					D2	D2	D1		C3	C2	C1				B1	A4	A3	A2	A1
First Year/ First Course	CSCL1101	Structured Programming I	c		√	√	√		√	√	√				√	√	√	√	√
	CSCL1103	Mathematics I	c						√	√	√				√	√	√	√	√
	CSCL1105	Discrete Structures I	c				√				√				√	√	√	√	√
	CSCL1107	Computer Organization	c		√	√	√			√	√				√	√	√	√	√
	CSCL1109	Introduction to Statistics	c		√	√	√			√	√				√	√	√	√	√
	CSMM1101	Principles of Digital Media													√	√	√	√	√
	CSCL1111	English Language 1	c		√	√	√			√	√				√			√	√
	UT100	Work shop	c												√	√	√	√	√
First Year/ Second Course	CSCL1202	Structured Programming II	c		√	√	√		√	√	√				√	√	√	√	√
	CSCL1204	Mathematics II	c						√	√	√				√	√	√	√	√
	CSCL1206	Discrete Structures II	c		√	√	√				√				√	√	√	√	√
	CSCL1208	Logic Design	c		√	√	√			√	√				√	√	√	√	√
	CSCL1210	Probabilistic Theory	c				√								√				√
	CSMM1202	Multimedia Technology	c		√	√	√		√	√	√				√	√	√	√	√
	CSMM1203	Software Engineering 1	c		√	√	√		√	√	√				√	√	√	√	√

	UT101	Work shop2													√		√	√	√
Second Year / First Course	CSCL2112	Object Oriented Programming I				√	√		√	√	√				√	√	√	√	√
	CSCL2114	Data Structures			√	√	√		√	√	√				√	√	√	√	√
	CSCL2116	Mathematics III							√	√	√				√	√	√	√	√
	CSCL2118	Database Foundation				√	√			√	√				√	√	√	√	√
	CSMM2104	Information Theory					√				√				√				√
	CSMM1202	Multimedia Technology			√	√	√			√	√				√			√	√
	CSMM1203	Software Engineering 1			√	√	√		√	√	√				√		√	√	√
Second Year / Second Course	CSCL2213	Object oriented programming II				√	√		√	√	√				√	√	√	√	√
	CSCL2215	Sorting and Searching Algorithms			√	√	√		√	√	√				√			√	√
	CSCL2217	Numerical Analysis				√	√			√	√				√	√	√	√	√
	CSCL2219	Database Design				√	√			√	√				√	√	√	√	√
	CSMM2205	Software Engineering 2			√	√	√		√	√	√				√		√	√	√
	CSCL2221	Democracy			√	√	√			√	√				√		√	√	√
	CSCL2122	English Language II			√	√	√		√	√	√				√		√	√	√

