

**English for IT and
Computer
Engineering****English 4**

- Professor: Zulfiya Khabirova
- Credit Units: 3
- Office Hours: by appointment

Spring, 2025**Course Description**

This course is for students who want to improve their English communication in a work environment. Incorporating career-specific vocabulary and contexts, each lesson offers step-by-step instruction that immerses students in the four key language components: reading, listening, speaking, and writing. The course addresses specific topics related to their major.

The course is organized into three levels of difficulty and offers a minimum of 400 vocabulary terms and phrases. Every lesson includes a test of reading comprehension, vocabulary, and listening skills, and leads students through written and oral production.

Course Objectives

In this course, students will develop an understanding of communication skills and learn specific English expressions and vocabulary that are required in their future work environment.

The students will be able to:

- develop their skills in the sphere of Information Technology
- develop vocabulary related to their major
- incorporate career-specific vocabulary and contexts in the IT industry
- develop the practical skills to manage and solve problems in the workplace

Course Grades: 100 points

Home assignments: 10 points

Class Participation and Ongoing assignments: 20 points

Project works: 20 points

Mid-term exam: 15 points

Final exam: 20 points

Attendance: 15 points

Attendance, Class Participation, Home and Ongoing Assignments - 45%

It is imperative that you attend ALL classes as this course contains a significant interactional component. You will be expected to actively engage in the learning experience through various small group and class discussions and activities. You will need to submit all home and other ongoing assignments to the AIS system till the due date.

*** Late submission penalty 0-24 hrs : -10%**

Every subsequent 24 hrs : -10%

**Description for class participation and ongoing assignments**

Meets or Exceeds Standards	Partially Meets Standards	Attempts Standards
Consistently demonstrates strong determination in the pursuit of solutions; monitors his/her level of involvement; develops and uses a number of strategies to keep self on track.	Consistently shows determination in the pursuit of solutions and uses strategies to keep self on track.	Sporadically shows determination in the pursuit of solutions and rarely uses strategies to keep self on track.
Consistently uses English in class during pair work, group work and whole class work	Mainly uses English in class during pair work, group work and whole class work	Often does not use English in class during pair work, group work, and whole class work.
Always willingly participates ; responds frequently to questions; contributes insightful point of view.	Often willingly participates; occasionally responds to questions; occasionally shares point of view	Rarely willingly participates; rarely able to respond to questions; rarely shares point of view.
Always acts appropriately during class; always present and hands in assignments on time.	Often acts appropriately during class; present most of the time. Most assignments are on time.	Distracted or distracting behavior in class; present some of the time. Assignments are handed in after the due date.
Always demonstrates commitment through preparation; always on time.	Generally prepared; rarely arrives late.	Generally unprepared; rarely arrives on time.

2 Project works – 10 points + 10 points**The 1st Project Work – Creating Ads.**

This project challenges students to create a technically focused advertisement for a fictional or real product, service, or technology relevant to the field of computer engineering. The goal is to develop an ad that effectively communicates the technical features and benefits to a targeted audience, utilizing both students' engineering knowledge and creative skills.

Evaluation Rubric

Criteria	2 points (Excellent)	1 Point (Satisfactory)	0 Points (Needs Improvement)
1. Content Quality	Message is clear, compelling, and well-suited to the target audience.	Message is somewhat clear but may lack focus or depth.	Message is unclear, confusing, or irrelevant.
2. Technical Accuracy	Technical information is accurate and well-researched.	Technical information is mostly accurate, with some errors.	Technical information is largely inaccurate or misleading.
3. Visual Design	Visuals are professional and enhance the ad's impact.	Visuals are adequate but may lack polish or effectiveness.	Visuals are unprofessional, unengaging, or detract from the message.



4. Creativity & Innovation	Ad is original, creative, and uses innovative ideas.	Ad shows some creativity but is somewhat conventional.	Ad lacks creativity and is overly generic or unoriginal.
5. Presentation & Group Work	The presentation is polished, well-organized, and clearly explains the design process. The team worked exceptionally well together, with clear roles and strong communication. Contribution from all members is evident.	The presentation is adequate but may lack polish or organization. Teamwork is satisfactory but uneven, with some members contributing more than others.	The presentation is disorganized or confusing. Teamwork was lacking, with significant issues in communication or contribution.

The 2nd Project Work – Debate.

Students will be divided into 2 sub-groups according to their agreement or the instructor's. Optional debate topics will be provided to choose. Each side should consist of ten roles:

(for more details later)

Opening speakers -1;

Idea Presenters -3;

Citation Presenter-3;

Question giver-2

Concluding speaker -1

Choose the Judges in the debate among students (2 -3 students) in the Advanced level

The Rubric for the Debate

No			Scores (max. 10)
1	Introduction	2	
2	Fact /arguments	2	
3	Using citation	1	
4	Question	2	
5	Concluding arguments	2	
6	Time management	1	
	Total:	10	

**Midterm Exam - 15****Final Exam - 20 points**

More details later.

Academic Dishonesty Policy

As a student, you are expected to work to the best of your ability! University policy states that academic dishonesty, including plagiarism, may result in a zero grade in the course and removal from the program. Copying, plagiarizing, and cheating will not be tolerated. You must give appropriate credit to ideas borrowed from other sources.

Textbook and References

Virginia Evans, Jenny Dooley and Stanley Wright. (2014)., Information Technology. Express Publishing.

Supplementary books:

Virginia Evans, Jenny Dooley, Vishal Nawathe. (2014)., Computer Engineering. Express Publishing.

Peter Astley, Lewis Lansford. Engineering. (2013)., Oxford University Press.

T. Ricca-McCarthy, M. Duckworth. (2015)., English for Telecoms and Information Technology. Oxford University Press.

R. Murphy. (2019)., English Grammar in Use. 5th edition. Cambridge University Press.

Suggested Websites:

www.andacademy.com

<https://www.geeksforgeeks.org/>

https://en.wikipedia.org/wiki/Portable_media_player

<https://nordvpn.com/blog/types-of-browsers/>

Course Policies

The following course policies should be followed during all class periods, lectures, discussions, activities, presentations, and testing.

- Please refrain from the use of excessive profanity and/or derogatory statements about ethnicity, religion, race, gender, age, sexual orientation, etc.
- Please respect your peers (i.e. by not interrupting during a discussion, judging their opinions, monopolizing the discussion, or using cell phones during class).
- Sharing of personal experiences is encouraged in the classroom. However, class is not considered a form of therapy for individuals. Therefore, please share personal information as examples and only to your level of comfort.
- The instructor and the students are expected to maintain confidentiality and are asked not to discuss personal accounts shared by the instructor, students, or guest speakers outside of the classroom setting.
- Assignments are due on the dates noted in the course syllabus. Extensions will need pre-approval by the instructor.



■ Course Schedule

**** Any missing information from the class (live) meeting will be your responsibility to obtain.**

Time	Topics	Learning Activities	Assignment Due Date
Week 1:	Book 2 Unit 9 – Entertainment, gaming and social networking Unit 10 – GPS systems	-describing a process -giving instructions	
Week 2:	Unit 11 - Banking Unit 12 – Education and research	-describing capabilities -offering solution	
Week 3:	Unit 13 - Robotics Unit 14 – Electronic publishing	-checking for errors -citing a previous example	
Week 4:	Unit 15 – Artificial intelligence Revision of Book 2	-asking about purpose -reviewing	
Week 5:	Book 3 Unit 1 – Macs and PCs Unit 2 - Linux	-stating a preference - making a recommendation	
Week 6:	Unit 3 – Connecting to clients and employees Unit 4 – Advertising and Marketing	-describing capabilities -describing functions	
Week 7:	Project work 1 Unit 5 - Automation	-presenting a project -giving a summary	
Week 8:	Midterm Exam		
Week 9:	Unit 6 - Telecommuting Unit 7 – Hackers and Viruses	-confirming information -recognizing a cause	
Week 10:	Unit 8 – Identify Theft Unit 9 – Preventative measures	-discussing suspicions -checking certainty	
Week 11:	Unit 10 – Anti-virus software Unit 11 - Cloud computing	-confirming information -describing functions	
Week 12:	Unit 12 – Improving health Unit 13 – Creative design	-expressing a positive opinion -offering solutions	
Week 13:	Unit 14 – System Administration Unit 15 - Programming	-talking about qualifications -discussing degree of difficulty	
Week 14:	Project Work 2	-presenting a project	
Week 15:	Revision Test	-reviewing -preparing for final exam	
Week 16:	Final Exam		