# 4. Course summary

## 4.1 BCIS201 - Alternative Modelling

### 4.1.1 Summary of the course

* Basic introduction of systems development life cycle (SDLC), and various forms of methodologies associated with it
* Differentiation between methodologies, such as the Waterfall Model, Spiral Method (SDM), Agile and many more.
* The learning of applying an appropriate methodology to certain project’s, providing better solutions to the business needs

### 4.1.2 Personal experience and Recommendations

This class had a lot of content, which was needed to learn by students in a certain amount of time. The learning was entirely based on the PowerPoints and Malcom reading over it. My recommendation for this class would be to improvise the way of teaching – by including game’s or tasks to cover a particular subject. This will be increase the student engagement and make the learning more enjoyable, and effortless. Another recommendation would be to decrease the amount of content delivered to the student’s, I would suggest abbreviating vague content and teaching only the main learning subjects.

### 4.1.3 Relation with my project

This course helped me in order to write up my methodologies essay, as we were required to explain and show how we used a preferred methodology within our project.

## 4.2 BCIS202 - Systems Design & Implementation

### 4.2.1 Summary of the course

* Evaluation of different platforms (websites).
* Creating a Usability evaluation form, consisting the learning of - efficiency, memorability, errors and satisfaction of the chosen platform.
* Evaluation of articles, stating it’s learning into an orderly manner

### 4.2.2 Personal experience and Recommendations

I enjoyed this course quit a lot, it helped me improve my analyzation skills. The only recommendation, I could suggest is in the assignment 1 – it’s requirement should include the evaluation of the Ara website for one if it’s three categories (good, bad, worse), showcasing student’s perspective about the website, which could be used for further analysis by Ara.

### 4.2.3 Relation with my project

It helped me during my beginning planning phase of the project, brainstorming and evaluation different approaches and solution for the projects requirement

## 4.3 BCIS203 - Business Information Management

### 4.3.1 Summary of the course

* Introduction and learning of different Decision Support Systems (DSS), for example – Simon’s decision making model.
* The importance of data mining and big data, along with Internet of things
* Learning of data warehouse and artificial intelligence
* Formation of Excel

### 4.3.2 Personal experience and Recommendations

There is absolutely no need of two tutors for this class, as when I was studying this class – there were two tutors teaching it, and I absolutely did not see the need of both of them teaching the class. This just resulted in more confusion (based on personal experience), there was a point where one tutor had agreed upon something, but later the other tutor disapproved on it. I would recommend only having one tutor teaching this class. However the overall learning content of this class was very valuable and useful, and I would not like to change anything associated with it.

### 4.3.3 Relation with my project

Enabled me to create well formatted Excel spreadsheets, stating information in a structured manner which is easily visible

## 4.4 BCIS285 - Software Applications and IS Testing

### 4.4.1 Summary of the project

* Different testing technique
* Black box testing and White box testing
* Alfa testing and Beta testing.

### 4.4.2 Personal experience and Recommendations

This class was fully based on theory, I was expecting more of a practical learning approach for this course. The content covered in the class was pretty useful, although we did not have the availability to apply it into a practical perspective. My recommendation for this class would be to incorporate more practical learning styles, have assignments which require practical knowledge, alongside theory as well.

### 4.4.3 Relation with my project

This course was not in relevance to what I did for my project

## 4.5 BCIS301 - Management of ICT

### 4.5.1 Summary of the course

* Requirement gathering and strategic analysis
* Applying different forms of framework analysis
* How to create an effective Project plan and Risk Management Programme

### 4.5.2 Personal experience and Recommendations

This class was pretty challenging for me as it involved a large amount of content which needed to be studied. However, this was one of my favorite class within the BICT degree, it taught me very much the core of the documentation which is required for a successful project. Only thing I could recommend is for the tutor to put the PowerPoints up on Moodle, so the students can use it for revision purpose for assignments/exam

### 4.5.3 Relation with my project

As a Business Analysis student, this course was approximately 80% in relevance of my project. My project had similar requirements which needed to be covered, as per the assignments in this class

## 4.6 BCIT242 - Website Development

### 4.6.1 Summary of the course

* Introduction to HTML, CSS and JavaScript
* How to conduct a report for a website
* Search optimization

### 4.6.2 Personal experience and Recommendations

The course itself was pretty fun, as per my experience. I enjoyed this class a lot, as I myself like web developing and other aspects around it. The recommendation for this class would be to making student’s present their website in class, with the required elements of the assignment – instead of having to create a final report.

### 4.6.3 Relation with my project

As this is a web developing course, the content learned in this course was not in relevance of my course

## 4.7 BCPR203 - Database Management Systems

### 4.7.1 Summary of the course

* Entity relationship diagrams (ERD), and the involvement of normalization and database construction
* Learning of how to create, add, delete and modify queries ((SQL)
* Introduce view, store procedures, relations and a variety of SQL tags

### 4.7.2 Personal experience Recommendations

This class was very well designed, it include the learning of both practical and theory. The tutors was really helpful, in terms of explaining and teaching the content. I would not recommend anything for this class, as it very well the way it is.

### 4.7.3 Relation with my project

This was not relevance to my project

## 4.8 BCIT252 - Multimedia and Animation Development

### 4.8.1 Summary of the course

* How to create objects and animations, with the use of blender (software)

### 4.8.2 Personal experience and Recommendations

This class was pretty exciting, as it involved a lot of creativity work to be put in.

### 6.8.3 Relation with my project

Not relevant to my project

## 4.9 BCIS290 - Introduction to Business Analysis and BCIS390 Business Analysis

### 4.9.1 Summary of the course

* Introduction to the role of a BA
* Requirements for a good BA
* Considering differing methods of modelling business processes, gathering requirements and using them appropriately.

### 4.9.2 Personal experience and Recommendations

This class really helped me for my other classes, which were more advanced but was similar (content) wise. It gave me a good starting point of what Business Analysis is, along with that it was very well taught my Malcom (I prefer his teaching style). I would not like to change anything with class.

### 4.9.3 Relation with my project

Vast majority was based around this class and Business Analysis (BCIS390) , as they are in relevance to Business Analysis

## 4.10 BCIS390 - Business Analysis

### 4.10.1 Summary of the course

* Understand different requirement gathering techniques of different
* Performing Interview’s
* Creating process maps

### 4.10.2 Personal experience and Recommendations

This class was very well taught and structured by Karin Lehmann, it gave me a detailed knowledge to various forms of Business Analysis methodologies, along with what is needed to be a good Business Analyst (BA). The learning was pretty innovative, meaning Karin would make up tasks/games in order to provide better understanding of a particular subject, thus improving better learning outcomes. Personally, I would not like to change anything which this class, it’s good as it is.

### 4.10.3 Relation with my project

Helped me do the requirement gathering phase, and was very full for other areas as well

## 4.11 BCIS206 - Professional Practice

### 4.11.1 Summary of the course

* Conduct research, given on a particular topic
* Present the researched topic
* Group Interview’s

### 4.11.2 Personal experience and Recommendations

I did this class as a summer class course, the amount of time to complete the course was shorten drastically. However, I managed to successfully pass the class – it was kind of difficult for me as it involved a lot of presentation, however I believe for the long run it increased my confidence to perform future presentations.

### 4.11.3 Relation with my project

This course helped me in my requirement gathering phase, and prepare me for my final panel presentation

## 4.12 BCIT388 - Mobile Technology

### 4.12.1 Summary of the course

* Intro to Gamification, and what makes a good game (MIT App Inventor)
* Mobile Security, and how to protect/ prevent unauthorized users to access yours account/device
* Learning of different monetization strategies and how It can be applied, while publishing games/applications
* Requirements of a good storyboard/wireframes
* Conducting research and delivering a presentation, along with its documentation (report)

### 4.12.2 Personal experience and Recommendations

This class was very well taught by both of the tutors, there was full commitment shown by the tutors. The tutors would bring in gadget/devices to further explain subjects/topics discussed in class, for example – Google Cardboard. However, I did not see the need of an assignment 2 and its requirements, whereas the assignment 2 requirements could have be implement with assignment

The assignment one and two should have been one whole assignment - distributed in 2 parts, instead of being separate assignments, there should have been a proper link between the assignment one and assignment two. The first part of the assignment consisting of:

* Storyboard/Wireframe of the application/game
* Student’s preferred mobile application/game
* Final prototype

The second part of the assignment consisting of a final presentation, including:

* Introduction of the application/game
* Target audience
* User benefits
* Monetization
* Value/Benefit

### 4.12.3 Relation with my project

Although this is a development based class, it gave me the learning of how to structure a good report/presentation and hopefully to perform a better presentation, by the experience which I had while doing a presentation for this class.

## 4.13 AMRM600 Research Methodology

### 4.13.1 Summary of the course

* Research and requirement gathering for a particular organization

### 4.13.2 Personal experience and Recommendations

This class was very taught by the tutor, no recommendation can be made for this class

### 4.13.3 Relation with my project

Helped me conduct good research and planning