# 2024 / 25

**School of Science and Computing** 

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# **Module Descriptor**

Integrated Marketing (Computing and Mathematics)

# Integrated Marketing (A13328)

Short Title: Integrated Marketing

**Department:** Computing and Mathematics

Credits: 5 Level: Intermediate

## Description of Module / Aims

The aim of this module is to demonstrate how companies apply marketing concepts and strategy in high technology industries.

# **Programmes**

	$oxed{\int stage/s}$	${ m emester/status}$ ]
	BSc (Hons) in Creative Computing (WD_KCRCO_B) BSc (Hons) in Multimedia Applications Development (WD_KMULM_B)	$rac{4\;/\;8\;/\;\mathrm{M}}{4\;/\;2\;/\;\mathrm{M}}$
	BSc (Hons) in Nutrimedia Applications Development (WD_KMCLM_B)  BSc (Hons) in Software Systems Development (WD_KDEVP_B)	$rac{4}{2} / rac{2}{4} / rac{1}{8}$
MARK-0193	BSc in Software Systems Development (WD_KCOMC_D)	$2~/~4~/~{ m E}$

#### **Indicative Content**

- The Marketing Process
- The High Technology Marketing Environment
- The High Technology Marketing Mix
- Developing Market Information in High Technology Industries
- Digital Promotional Campaigns

### **Learning Outcomes**

On successful completion of this module, a student will be able to:

- 1. Examine the role of marketing in software and hardware development.
- 2. Apply marketing research methods used by high tech companies.
- 3. Apply digital marketing tools to develop an online promotional campaign.
- 4. Examine market dynamics in high technology marketing industries.
- 5. Analyse the marketing strategy of high technology companies.

#### Learning and Teaching Methods

- This module will be presented using a combination of formal lectures and practical classes. Lectures will introduce concepts and an emphasis will be placed on interaction, discussions and in-class exercises. In practical classes, students will engage with practical marketing techniques and case studies.
- Self-directed learning activities will require students to reflect upon the module materials, diagnose their learning needs and conduct research to satisfy these needs.

### Learning Modes

Learning Type	$\mathbf{F}/\mathbf{T}$ Hours	P/T Hours
Lecture	36	
Practical	12	
Independent Learning	87	

#### Assessment Methods

10007	
100%	
	,4,5
40%	2,3
	40%

#### **Assessment Criteria**

- <40%: Unable to interpret and describe key concepts of the specific knowledge domain(s).
- 40%-49%: Be able to interpret and describe key concepts of the specific knowledge domain(s).
- 50%-59%: Ability to discuss key concepts of the specific knowledge domain and ability to discover and integrate related knowledge in other knowledge domains.
- 60%-69%: Be able to solve problems within the specific knowledge domain(s) by experimenting with the appropriate skills and tools.
- 70%–100%: All the above to an excellent level. Be able to analyse and design solutions to a high standard for a range of both complex and unforeseen problems through the use and modification of appropriate skills and tools.

# Supplementary Material(s)

- Arthur, C. Digital Wars: Apple, Google, Microsoft and the Battle for the Internet. London: Kogan Page, 2012.
- Brynjolfsson, E. and A. McAffee. The Second Machine Age Work, Progress, and Prosperity in a Time of Brilliant Technologies. New York: W. W. Norton & Company, 2016.
- Chaffey, D and F Ellis-Chadwick. Digital Marketing. London: Pearson, 2015.
- Yoffie, D. and M. Cusumano. Strategy Rules: Five Timeless Lessons from Bill Gates, Andy Grove, and Steve Jobs. New York: HarperBusiness, 2015.

#### Requested Resources

Room Type: Computer LabLecture Room: Loose Seated