COURSE SPECIFICATION DOCUMENT

Academic School / Department: School of Liberal Arts

Programme: Computer Science

***RQF* Level:** 3

Course Title: Foundations of Computer Science

Course Code: DGT 3101

Student Engagement Hours: 120 (standard 3- credit BA course)

Lectures:	22.5
Lab:	22.5
Independent / Guided Learning:	75

Semester: Fall, Spring

Credits: 12 UK CATS credits
6 ECTS credits
3 US credits

Course Description:
This course introduces the fundamental principles in Computer Science, and basic architecture of current computer hardware and software systems. It provides the knowledge and skills necessary to understand general operating systems in modern computers as well as providing the foundation necessary for installing, running, and creating software effectively and safely.

Prerequisites:
None

Aims and Objectives:
By the end of this course, successful students should be able to understand hardware and software components of computers. This course will provide them with the necessary knowledge and skills to build and test new systems for local and online systems.

Programme Outcomes:

COMPSC: A5, C1 and C2

A detailed list of the programme outcomes are found in the Programme Specification.

This is located at the archive maintained by Registry and found at:
https://www.richmond.ac.uk/programme-and-course-specifications/

Learning Outcomes:
By the end of this course, successful students should be able to:

- Describe the various components of a computer
- Understand hardware specifications to run desired software
- Understand and interpret technical literature for practical use
- Create and publish web content

Indicative Content:

- Using computers and its components
- Hardware and networks
- Using servers and publishing work at Richmond
- Software and related hardware components
- Social and ethical responsibilities
- Online safety

Assessment:
This course conforms to the University Assessment Norms approved at Academic Board and located at: https://www.richmond.ac.uk/university-policies/

Teaching Methodology:

- Lectures, practical demonstrations and step-by-step software tutorials, class workshops, one-to-one tutorials.

Indicative Text(s):
"Computer Science: An Overview" by J. Glenn Brookshear, Dennis Brylow, Global Edition, Thirteenth Edition, Pearson, 2019.

Journals/Additional Texts
Blundell, B., 2020. *Ethics in Computing, Science, And Engineering: A Student's Guide To Doing Things Right.* Cham, Switzerland: Springer.

Change Log for this CSD:

Nature of Change	Date Approved & Approval Body (School or AB)	Change Actioned by Registry Services