NEAR EAST UNIVERSITY – COMMON COURSES COORDINATION UNIT

Course Information Sheet & Course Outline

2021-22 Fall Semester

Course Code	**Course Name**	**Credit**	**ECTS**
COM102	Information Technologies 2	3	4

Pre-requisite:

Language:	**Course Type:**	**Year:**	**Semester:**
English			

Weekly Hours	**Class Hours**	**Laboratory**	**Practicum**	**Learning Sessions**			
				PS	**C**	**R**	**T**
	DISTANCE EDUCATION	DISTANCE EDUCATION	DISTANCE EDUCATION				

Learning Outcomes	After the completion of this course, the student will be able to -
Course Description	DISTANCE EDUCATION
Course Objectives	1. Being individuals who understand technological concepts, systems and processes as digital citizens, 2. Using information technologies effectively and in accordance with their purpose, 3. Accessing internet based services, researching and using the services, 4. To create a general understanding and technical knowledge about computer science, 5. To acquire and develop problem solving and computational thinking skills, 6. To follow and evaluate the reasoning process, 7. As a part of the learning process, they will be able to acquire cooperative work skills. to benefit and share what they have learned, 9. Developing an understanding of algorithm design and expressing them verbally and visually, 10. Selecting the appropriate programming approach to solve the problems and implementing them, 11. Creating technical knowledge on programming, 12. Use at least one of the programming languages, 13. Carrying out studies on product design and management, 14. To solve the problems encountered in daily life (problems faced by elderly and disabled individuals, etc.) developing innovative and original projects, 15. Aims to gain awareness about lifelong learning.

Textbooks and/or References		
	1	
	2	
	3	
	4	
	5	
	6	

Course Content	It involves using modern and basic information technologies effectively.
Methods and Techniques Used in the Course	• Discusses the changes of information technologies over time. • Recognizes the innovations that can be made by using information technologies • Describes interdisciplinary careers developed by computer science • Discusses ethical and unethical behavior in the use of information and technology. • Evaluates the importance of intellectual property rights. • Discusses the individual and social effects caused by privacy and security problems. • Explains threats to information security and privacy. • Evaluates the security level of various environments. • Describes the measures that can be taken against structures that can pose a threat to security. • Separates a problem into sub-problems. • Designs different algorithms to solve a problem • Creates the flow chart of the designed algorithm. • Tests the designed algorithm and debug errors. • Reveals the relationship between algorithm design and programming language. • Recognizes the interface and features of the programming tool • Converts the algorithm developed to solve a specific problem into an error-free program. • Creates a syntax suitable for a given problem. • Tests and extracts a given syntax. • Uses variables for solving the problem • Uses conditional statements to solve the problem. • Uses loops for the solution of the problem. • Uses functions for solving the problem.

	• Develops a unique product for the solution of a particular problem. • Creates presentations using graphics and animations for a specific purpose. • Designs a mind map for a specific purpose. • Develops graphs and information graphics consisting of numerical data. • Designs a poster using a poster creation program. • Creates a product using page design programs. • Produces collaborative projects. • Explains the basic concepts of animation. • Creates the scenario of the animation with the help of storyboards. • Recognizes the interface and features of the animation program used. • Creates animation for a specific purpose. • Explains the basic concepts of three-dimensional design. • Recognizes the interface and features of the three-dimensional design program used. • Makes simple three dimensional drawings. • Makes model design. • Develops original design product for a specific purpose. • Describes three-dimensional printers and areas where three-dimensional printers are used. Share the product developed by using collaborative working environments

WEEKLY OUTLINE

Week	Date	Topic	Activities	Reference
1	1. Week (23-27 September)	Information Technologies in Daily Life importance		
2	2. Week (30 September -04 October)	Information Technologies in Daily Life importance		
3	3. Week (07-11 October)	Ethical values		
4	4. Week (14-18 October)	Privacy and Security		
5	5. Week (21-25 October)	Problem Solving Concepts and Approaches		
6	6. Week (28 October -01 November)	Problem Solving Concepts and Approaches		
7	7. Week (04-08 November)	Programming		
8	8. Week (11-15 November)	Programming		
9	9. Week (18-22 November)	MIDTERM EXAM WEEK		
10	10. Week (25-29 November)	Presentation and Visualization Programs		
11	11. Week (02-06 December)	Creating Two-Dimensional Animation		
12	12. Week (09-13 December)	Creating Two-Dimensional Animation		
13	13. Week (16-20 December)	Three Dimensional Design Programs		
14	14. Week (23-27 December)	Three Dimensional Design Programs		
15	15. Week (30 December -03 January)	LAST DAY OF COURSES		
16	16. Week (06-10 January)	FINAL EXAM WEEK		

Attendance: Minimum 70 %

Assessment Breakdown		Type	%	Reference/ Source
	1	Visa%40 Final %60		
	2			
	3			
	4			

Learning Program

Educational Tool	Amount	Student Work Load (Hours)	Educational Tool	Amount	Student Work Load(Hours)
		Course Preparation Lesson hours Visa Exam Final Exam			Course Preparation Lesson hours Visa Exam Final Exam

		Preparation Final Exam			Preparation Final Exam
			Total		
		Recommended ECTS Credit (Total Hours / 30):		Course Preparation 14 * 2 = 28 Course Hours 14 * 3 = 42 Visa Exam Prepartion 1*4=4 Final Exam Preparation 1 * 6 = 6 Final Exam 1 * 3 = 3 Problem Solving Sessions 2 * 1 = 2 Knowledge Reinforcement Sessions 2 * 1 = 2 Corrective Sessions 2 * 1 = 2 Tutorial Sessions 2 * 1 = 2 107/30 = ~4	