





# **Course Specifications**

Course Title:	<b>Project in Artificial Intelligence (1)</b>
<b>Course Code:</b>	AI 410
Program:	Information and Computer Sciences
Department:	<b>Computer Science and Information</b>
College:	College of Science Al Zulfi
Institution:	Majmaah University

## **Table of Contents**

A. Course Identification	3
6. Mode of Instruction (mark all that apply)	3
B. Course Objectives and Learning Outcomes	3
1. Course Description	3
2. Course Main Objective	4
3. Course Learning Outcomes	4
C. Course Content	4
D. Teaching and Assessment	4
Alignment of Course Learning Outcomes with Teaching Strategies and Assessment Methods	
2. Assessment Tasks for Students	5
E. Student Academic Counseling and Support	5
F. Learning Resources and Facilities	6
1.Learning Resources	6
2. Facilities Required	6
G. Course Quality Evaluation	6
H. Specification Approval Data	

#### A. Course Identification

1. Credit hours:2		
2. Course type		
a. University College Department Others		
b. Required Elective		
3. Level/year at which this course is offered: 7 <sup>th</sup>		
<b>4. Pre-requisites for this course</b> (if any): ICS 221 and at least 80 credit hours		
5. Co-requisites for this course (if any): None		

#### **6. Mode of Instruction** (mark all that apply)

No	Mode of Instruction	<b>Contact Hours</b>	Percentage
1	Traditional classroom	12	20 %
2	Blended	12	20 %
3	E-learning	12	20 %
4	Correspondence	12	20%
5	Other	12	20 %

#### **7. Actual Learning Hours** (based on academic semester)

No	Activity	<b>Learning Hours</b>	
Conta	Contact Hours		
1	<b>Lecture (Discussion with Students)</b>	8	
2	Laboratory/Studio	32	
3	Tutorial	0	
4	Others (specify): Self learning	20	
	Total	60	
Other	Other Learning Hours*		
1	Study	10	
2	Assignments (Task to complete in the concerned week)	10	
3	Library	40	
4	Projects/Research Essays/Theses	40	
5	Others (specify)		
	Total	100	

<sup>\*</sup> The length of time that a learner takes to complete learning activities that lead to achievement of course learning outcomes, such as study time, homework assignments, projects, preparing presentations, library times

#### **B.** Course Objectives and Learning Outcomes

1. Course Description: This course is a real-life like experience where students team up to solve a real-world systems related problem by applying their concepts and software engineering approaches.

**2. Course Main Objective:** Develop student ability to identify a problem domain, define the problem, identify and specify the requirements, document the current system, analyze it, Propose alternative systems, and design a solution.

3. Course Learning Outcomes

	CLOs	
1	Knowledge:	
1.1	Knowledge of basic science to understand the principles of scientific analysis	K3-AI
2	Skills:	
2.1	2.1 Learn the skilled needed by a System Analyst to be affective, professional and S3-AI a successful individual	
3	Competence:	
3.1	Ability to plan the research project and start its implementation	C3-AI

#### **C.** Course Content

No	List of Topics	Contact Hours		
1	each group must identify a problem domain, define the problem, identify and specify the requirements,	12		
2	document the current system, analyze it, propose alternative systems, and design a solution			
3	The design must include the definitions of all the required system models, such as the data model and the functional model.	12		
4	At the end of the course, each group must submit a formal report documenting the complete process.	12		
5	Showing initial outputs of the project	4		
6	Final presentation of the project	4		
7	Presentation to the projects committee for arbitration	4		
8				
	Total 60			

#### **D.** Teaching and Assessment

## 1. Alignment of Course Learning Outcomes with Teaching Strategies and Assessment Methods

Code	<b>Course Learning Outcomes</b>	<b>Teaching Strategies</b>	<b>Assessment Methods</b>
1.0	Knowledge		
1.1	Knowledge of basic science to understand the principles of scientific analysis	Provide theoretical on the concepts of graduation project.	Degree for writing sample graduation project proposal.
1.2		Discussion with various real life examples.	The attendance of the introductory lectures for the project

Code	Course Learning Outcomes	Teaching Strategies	<b>Assessment Methods</b>
1.3		Discussion with students for problem formulation and writing research proposal	the graduation
2.0	Skills		
2.1	Learn the skilled needed by a System Analyst to be affective, professional and a successful individual	Practical application, Group Discussion, Lectures and definition of the graduation project.	Student attendance for course introductory lectures, Provide periodic reports on what has been achieved during those periods.
3.0	Competence		
3.1	Ability to plan the research project and start its implementation		Evaluation of the offer at the end of the semester

#### 2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Each group must identify a problem domain, define	3	5 %
	the problem, identify and specify the requirements		
2	Document the current system, analyze it, propose	3	10 %
	alternative systems, and design a solution.		
	The design must include the definitions of all the	3	10 %
3	required system models, such as the data model and		
	the functional model.		
	At the end of the course, each group must submit a	3	10 %
4	formal report documenting the complete process.		
5	Showing initial outputs of the project	1	10 %
6	Final submission of the project	1	15 %
7	Presentation to the projects committee for	1	40 %
	arbitration		
8	Total	15	100 %

<sup>\*</sup>Assessment task (i.e., written test, oral test, oral presentation, group project, essay, etc.)

#### E. Student Academic Counseling and Support

Arrangements for availability of faculty and teaching staff for individual student consultations and academic advice :

- Determine meeting appointments for the weak' students to solve their problems and give them academic advices.
- One office hour daily
- Dealing a workshops.

### F. Learning Resources and Facilities

1.Learning Resources

Required Textbooks  Dennis P. Miller (Author), Building a Project Work Breakdown Structure Visualizing Objectives, Deliverables, Activities, and Schedules (ESI International Project Management Series) 1st Edition, 2009-CRC P		
Essential References Materials	Analysis and Design of Information Systems by Langer, Arthur M.	
Electronic Materials	Determines as the course is going on.	
Other Learning Materials	Videos and presentations are available with instructor	

2. Facilities Required

· · · · · · · · · · · · · · · · · · ·		
Item	Resources	
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Classrooms and Labs as those that are available at college of science Az Zulfi	
Technology Resources  (AV, data show, Smart Board, software, etc.)	Smart Board and required software	
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	N/A	

**G.** Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Questionnaires (course evaluation) filled by the students and acquired electronically by the University	Students	Indirect Assessment
Students-faculty management meetings		
Departmental internal review of the course.	Department Council	Questionnaires
Discussion with the industrial partners to enhance the courses in order to meet their needs.	Stockholders	Meetings
Midterms and Final Exam	Course Coordinator Staff	Direct Assessment

Evaluation Areas/Issues	Evaluators	<b>Evaluation Methods</b>	
Project Evaluation			

**Evaluation areas** (e.g., Effectiveness of teaching and assessment, Extent of achievement of course learning outcomes, Quality of learning resources, etc.)

**Evaluators** (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify)

**Assessment Methods** (Direct, Indirect)

**H. Specification Approval Data** 

Council / Committee	
Reference No.	
Date	