



Course Specification (Bachelor)

Course Title: Selected Topics in Emerging Technologies		
Course Code: IT232		
Program: IT		
Department: IT		
College: College of Computer and Information Sciences		
Institution: Majmaah University		
Version: 2		
Last Revision Date: 31 May 2022		







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A. General information about the course:

1. Course Identification

1. Credit hours: 2(040)

2. Course type

Α.	□University	□College	🛛 Depar	rtment	□Track	□Others
В.	🛛 Required			□Electi	ve	
3. L	evel/vear at wh	ich this course i	s offered	: (4)		

4. Course general Description: Technological advancements today enable faster changes and progress, accelerating the pace of change. In the contactless world tomorrow, IT professionals' roles will change significantly not only because of technology trends and emerging technologies, which has caused a great deal of change in the IT sector. The IT professional will be constantly learning, unlearning, and relearning .Topics include Machine Learning and Artificial Intelligence, IoT & Edge Computing, Virtual Reality, Augmented Reality and Block chain.

5. Pre-requirements for this course (if any): nil

6. Pre-requirements for this course (if any):nil

7. Course Main Objective(s): Understand and Analyze technological advancements in Machine Learning and Artificial Intelligence, IoT &Edge Computing, Virtual Reality and Augmented Reality and Block chain.





No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	60	100
2	E-learning		
	Hybrid		
3	Traditional classroom		
	 E-learning 		
4	Distance learning		

2. Teaching mode (mark all that apply)

3. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	
2.	Laboratory/Studio	60
3.	Field	
4.	Tutorial	
5.	Others (specify)	
Total		60

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Codo	Course Learning	Code of CLOs aligned	Teaching	Assessment
Coue	Outcomes	with program	Strategies	Methods
1.0	Knowledge and under	standing		
	CLO 1- Discover how	K1	Classroom	Test, Mid
1 1	technology is		Teaching	Exam,
1.1	evolving and will			Final Exam
	continue to evolve.			
	CLO 5. Understand	K1	Classroom	Test, Mid
	the operational		Teaching	Exam,
1.2	processes of IoT			Final Exam
	,Edge Computing,			
	Virtual Reality			





Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods	
	,Augmented Reality and Block chain				
2.0	Skills				
2.1	CLO 2 Identify and analyze user needs and implement ML and AI concept for effective cyber defenses and security.	\$1	Classroom & ExerciseTeaching	Mini Project, Lab Based Assignments, Lab Test	
2.2	CLO 3. Know and apply the methodology of security using Block chain targeted attacks.	S1	Classroom & ExerciseTeaching	Mini Project, Lab Based Assignments, Lab Test	
2.3	CLO4. Analyze and find the effect of IoT, Edge Computing, Blockchain and Virtual Reality in present era.	S1	Classroom Teaching,Project	Class Test, Mid Exam, Final Exam	
3.0	Values, autonomy, and	d responsibility			
3.1					
3.2					

C. Course Content

No	List of Topics	Contact Hours
1	Machine Learning & Artificial Intelligence	
	Machine learning ,Data Analytics ,Pattern	
	recognition, Neural Network and Deep	16
	learning	
2	IoT and Edge Computing	12





	IoT history and potentialIoT and Smart City,	
	IoT architecture Edge Computing	
3	Virtual Reality and Augmented Reality Virtual Reality,	12
	Augmented Reality Cross platform theory VR toolkit Application	
4	Blockchain Terminology and Technical Foundations, Why the Blockchain is Needed How the Blockchain WorksPlanning the blockchain Cyber security using BlockchainLimitations	16
5	Revision	4
	Total	60

D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1	Tes/Quiz (1,2)	4&8	10%
2	Mid Term Exam	7	20%
3	Lab Exam	13/14	10%
4	Lab Based Assignments/ Mini Project	7&13	20%
	Presentation		
5	Final Exam	15	40%

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.).

E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	 Machine Learning: The New AI (MIT Press Essential Knowledge series) ISBN-10: 0262529513 ISBN-13: 978-0262529518 IoT and Edge Computing for Architects: Implementing edge and IoT systems from sensors to clouds with communication systems, analytics, and security, 2nd Edition
	• ISBN-10 : 1839214805





	• ISBN-13 : 978-1839214806
	Creating Augmented and Virtual Realities: Theory and Practice
	for Next-Generation Spatial Computing 1st Edición
	• ISBN-10 : 1492044199
	• ISBN-13 : 978-1492044192
	The Blockchain and the New Architecture of Trust
	Kevin Werbach
	• ISBN:9780262038935
	• Published: November 20, 2018
Supportive References	
Electronic Materials	
Other Learning Materials	

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	Lab
Technology equipment (projector, smart board, software)	PC or Laptop with Windows/Linux, Python, Smart Board, Projector
Other equipment (depending on the nature of the specialty)	Internet Connection

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Students	Indirect
Effectiveness of Students assessment	Instructor	Direct
Quality of learning resources	Instructor	Direct
The extent to which CLOs have been achieved		
Other		

Assessors (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify) Assessment Methods (Direct, Indirect)





G. Specification Approval		
COUNCIL /COMMITTEE	IT DEPARTMENT	
REFERENCE NO.		
DATE		

