becge1133
2023

Computer science I

4.00 credits	30.0 h	Q2

Teacher(s)	Laurier Wim ;
Language :	French
Place of the course	Bruxelles Saint-Louis
Learning outcomes	**At the end of this learning unit, the student is able to :** Computers are ubiquitous in the private and corporate world. The course aims to build students' computer literacy (i.e. acquire the vocabulary and understand the computer world) by developing a generic overview of the computer world. The course discusses the opportunities and risks of a computerized world. It introduces the principles and theories behind current and future technologies. This course is oriented towards computer literacy and the relevance of informatics in daily life (private and professional). It provides a general overview of information and communication technologies. In this overview, legacy technologies (e.g. main frame), today's technologies (e.g. service oriented architecture), and future technologies (e.g. semantic web), will be discussed. Their fields of application and their functioning would also be explained. Special attention will be given to the impact of IT on business management and the dangers of IT. The pedagogical approach of this course has been designed to develop the "Self-Directed Learning" competency which is, according to the Dublin descriptors, an essential competency of a bachelor.
Evaluation methods	A one-hour closed-book written examination. This exam assesses the student's ability to **reproduce** and **paraphrase** the definitions of concepts that make up the basic vocabulary of a computer scientist, as well as argue the importance of computer science in management as a **synthesis** of the curriculum. For open-ended short-answer questions, a mock test is proposed# on Moodle with sample questions, of difficulty level such as that of the exam. These questions are then automatically corrected by Moodle showing the correct answers, so that students can see what is expected and adapt their study accordingly. For open-ended questions with long answers, a wiki is proposed# on Moodle with sample questions, of a difficulty level such as that of the exam. These questions are then corrected by the teacher on Moodle, specifying the level of mastery and rigor expected (i.e., make correction criteria explicit), to enable students to realize what is expected and thus be able to adapt the study of the subject accordingly.
Teaching methods	Self-study Independent study of the course book (equivalent to 30h of in classes) Online self-evaluation tests on MoodleUSL-B
Content	I. Organizations, Management, and the Networked Enterprise 1. Information Systems in Global Business Today 2. Global E-business and Collaboration 3. Information Systems, Organizations, and Strategy 4. Ethical and Social Issues in Information Systems II. Information Technology Infrastructure 5. IT Infrastructure and Emerging Technologies 6. Foundations of Business Intelligence: Databases and Information Management 7. Telecommunications, the Internet, and Wireless Technology 8. Securing Information Systems III. Key System Applications for the Digital Age 9. Achieving Operational Excellence and Customer Intimacy: Enterprise Applications 10. E-commerce: Digital Markets, Digital Goods 11. Managing Knowledge 12. Enhancing Decision Making 13. Building Information Systems 14. Managing Projects 15. Managing Global Systems
Other infos	There will be weekly office hours (2 hours per week) to answer student questions.

Faculty or entity in charge	ESPB

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Bachelor in Economics and Management	ECGB1BA	4		🔍
Bachelor in Economics and Management (French-English)	ECAB1BA	4		🔍
Bachelor in Economics and Management (French-Dutch-English)	ECTB1BA	4		🔍
Bachelor : Business Engineering	INGB1BA	4		🔍
Bachelor : Business Engineering (French-English)	INAB1BA	4		🔍
Bachelor : Business Engineering (French-Dutch-English)	INTB1BA	4		🔍