Republic of Iraq Ministry of Higher Education and Scientific Research Scientific supervision and evaluation Department of Quality Assurance and Academic Accreditation

& orm of Programme Specification for colleges and institutes

University: University of Information Technology & Communications College / Institute: Collage of Business Informatics Department: Businesses Information Technology Date of production:

Signature: ASS ARS (DS. Mo have & Sall' Signature: Head of Department: Mohd ) Deputy De Date: Date:

Deputy Dean for Scientific Affairs: Date:

Revised by Quality Assurance and University Performance Head of Quality Assurance and University Performance at BIC College: Date: Signature:

The approval of the Dean

# **Programme Specification**

The need for the BIT department has emerged as the need for government and private sector institutions to understand and manage information and keep updated of the evolution of information technology. This major is considered as one of the most important modern disciplines, which is increasingly essential by students, educational and institutions employment because there is almost no institution, whatever it's field, that doesn't have a need for this specialty. Students in the BIT Department receive a wide range of courses that focus on preparing highly qualified graduates in information technology, computer science, database management, electronic and information management, communications, software and financial applications.

1. Teaching Institution	University of Information Tech	ology & Communications
2. Department / Center	<b>Businesses Information Technol</b>	ogy
3. Programme Title	Bachelor of science	
4. Title of Final Award	Bachelor of science in Businesse	s Information Technology
5. Modes of Study:	Semester	
Yearly / Courses / Others		
6. Accreditation	ABET / CAC	
7. Other external influences	NONE	
8. Date of production	15/ 6/ 2022	
9. Aims of the Programme		7

**I.** Offer innovative curricula and advanced infrastructure to our students to enhance their skills and abilities to solve problems that face them in the field of IT applications.

**II.** Provide the market with the necessary administrative and strategic leaders which are able to improve the management and security of the IT for serving the society.

**III.** Graduate leaders that are able to learn and keep up with the development in the field and to be competitive worldwide.

IV. To qualify students for self-learning and teamwork.

V. Prepare graduates able to face the general challenges in life by understanding ethical and social issues.



	owieuge and Understanding
A1.	An ability to apply knowledge of computing and mathematics appropriate to the
	program's student outcomes and to the discipline.
A2.	An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution.
A3.	An ability to design, implement, and evaluate a computer-based system, process,
A4.	An ability to analyze the local and global impact of computing on individuals,
A5.	Recognition of the need for and an ability to engage in continuing professional
	development
A6.	An ability to effectively integrate IT-based solutions into the user environment.
A7.	An understanding of best practices and standards and their application.
A8.	An ability to apply total quality management for it system and to develop the software.
А9.	An additive to analyze quantitative models for business in a long term plan (strategy) in
Teach	ing and Learning Methods
1	Direct Learning Methods
2	Self-Learning
3.	E-Learning
Assess	Achievement Tests
1.	Achievement Tests.
2.	Standard Tests.
3.	Individual Skills Assessment.
4.	Selection of Intellectual Question in Achievement tests.
B. Sul	oject-Specific Skills
<b>B1</b> . Aı	ability to use current techniques, skills, and tools necessary for computing practice.
<b>B2</b> . At	ability to apply mathematical foundations, algorithmic principles, and computer science
the	ory in the modeling and design of computer-based systems in a way that demonstrates
	nprehension of the tradeoffs involved in design choices.
BJ. AI	a ability to apply design and development principles in the construction of software system:
$\mathbf{R}4  \mathbf{\Delta}1$	varying complexity.
Teach	ing and Learning Methods
1	E-Learning
2	Self-Learning
2.	Learning by Experimentation
э. л	Indirect Learning

### **Assessment Methods**

- 1. Collective Project.
- 2. Project consist of Random groups of Students.
- 3. Experience and Professionalism Assessment.
- 4. Students Performance Assessment.

### C. Critical Thinking Skills

- C1. An ability to function effectively on teams to accomplish a common goal.
- C2. An understanding of professional, ethical, legal, security and social issues and responsibilities.
- C3. An ability to communicate effectively with a range of audiences.

C4. An ability to assist in the creation of an effective project plan.

## **Teaching and Learning Methods**

- 1. Cooperative Learning.
- 2. Indirect Learning.

### **Assessment Methods**

- 1. Selection of Intellectual Question in Achievement tests.
- 2. Collective Project.
- 3. Student survey on labour market.
- 4. Student survey after graduations.

## D. General and Transferable Skills

D1. Ability to adopt lifelong learning.

D2. Ability to communicate information with other specialization.

**D3**. Ability to solve problems.

D4. Ability to communicate effectively with colleagues in work environment.

### **Teaching and Learning Methods**

- 1. Brainstorming.
- 2. E-Learning.
- 3. Self-Learning (Acquiring knowledge and skills depending on his own capabilities to obtain it from various educational sources).
- 4. Learning by Experimentation (Applied learning) Field learning.
- 5. Indirect Learning(Applying all acquired knowledge to solve a specific issue Under the supervision of one of the professors).

### **Assessment Methods**

- 1. Rubrics- peer faculty evaluation.
- 2. Collective Project.
- 3. Project consist of Random groups of Students.
- 4. Standard Tests.
- 5. Students Performance Assessment.
- 6. Experience and Professionalism Assessment.

# 11. Programme Structures

Level / Year	Course or Module	Course or Module Title	Credit Hours			
	Code		Theory	Practi cal		
First level/ semester 1	HUR113	Human Rights	1	0		
First level / semester1	ARB115	Arabic	1	0		
First level / semester1	BIC111	Computational Paradigms	2	0		
First level / semester1	IBT101	Programming Fundamentals (I)	2	2		
First level / semester1	IBT103	Principles of Accounting	2	1		
First level / semester1	BIT111	Principles of Management	2	0		
First level / semester1	IBT105	Discrete Mathematics	2	0		
First level / semester1	WSM154	Web Search Methods	1	0		
First level / semester2	FAD121	Freedom and Democracy	1	0		
First level / semester2	ENG111	English (I)	2	0		
First level / semester2	BIC123	Human Resources	2	0		
First level / semester2	BIC122	Probability and Statistic	2	0		
First level / semester2	IBT104	Programming Fundamentals (II)	2	2		
First level / semester2	BIT122	Intermediate Accounting	2	2		
First level / semester2	IBE101	Communication Skills	1	0		
First level / semester2	THS151	Thinking skills	1	0		
Second level/ semester 1	ENG212	English (II)	2	0		
Second level / semester1	BIC212	Data Structures	2	2		
Second level / semester1	IBT202	Object Oriented Programming (I)	2	2		
Second level / semester1	IBT204	Web Pages Design	2	2		
Second level / semester1	BIT210	Cost Accounting	2	2		
Second level / semester1	ISM224	Management Information System	3	0		
Second level / semester1	BIC250 -	Mathematics -	2	0		
Second level / semester2	SEI221	Social and Ethical Issues	2	0		
Second level / semester2	BIC222	Algorithms and Complexity	2	2		
Second level / semester2	BIC213	Marketing Management	1	0		
Second level / semester2	IBT206	Object Oriented Programming (II)	2	2		
Second level / semester2	IBT208	Web Applications Development	2	2		
Second level / semester2	IBT200	Database Fundamentals	2	2		
Second level / semester2	IBT205	Computer Networks	2	2		
Second level / semester2	IBE202	Linear Algebra	3	0		
Third level/ semester 1	ENG312	English (III)	2	0		

Third level / semester 1	BIC310	Software Engineering (I)	2	2
Third level / semester 1	IBT300	Database Management Systems	2	2
Third level / semester 1	BIT311	Operation and Production Management	2	2
Third level / semester 1	IBE300	E-Government Concepts and Implementation	2	2
Third level / semester 1	BIC352	Internet of Things	2	2
Third level / semester 2	BIC320	Software Engineering (II)	2	2
Third level / semester 2	IBT302	Mobile Applications Development	2	2
Third level / semester 2	<b>IBT304</b>	Information Security	2	2
Third level / semester 2	BIT322	Artificial Intelligence	2	2
Third level / semester 2	BIT324	Project Management	2	2
Third level / semester 2	BIE302	Graphics and Visualization	2	2
Fourth level/ semester 1	BIT41710	Project (I)	1	4
Fourth level / semester1	BIT41181	Human Computer interaction	2	2
Fourth level / semester1	BIT41021	Information security	2	2
Fourth level / semester1	BIT41451	E-Banking	2	2
Fourth level / semester1	BIT41441	Systems Dynamic in Business	2	0
Fourth level / semester1	BIT41411	Quantitative Analysis of Business	2	2
Fourth level / semester2	BIT42711	Project (II)	1	4
Fourth level / semester2	BIT42271	Software development	2	2
Fourth level / semester2	BIT42471	Business Strategy	2	0
Fourth level / semester2	BIT42021	IT Security & Risk Management	2	2
Fourth level / semester2	BIT42441	Total Quality Management	2	2

### 12. Personal Development Planning

- 1. Work in one team
- 2. Teaching others
- 3. Lead a team
- 4. Negotiation
- 5. Uniting team members under cultural differences
- 6. Employment of decision-making skills
- 7. Employ problem-solving skills
- 8. Dealing with others

9. Neutralize arguments with timing, instructions and refinement, in concise language

13. Admission criteria

(state clearly any regulations concerning direct entry to College / Institute)

**Central Admission** 

14. Key sources of information about the programme www.uoitc.edu.iq

## Learning outcomes for computing programs according to ABET \ CAC

- a. An ability to apply knowledge of computing and mathematics appropriate to the program's student outcomes and to the discipline.
- b. An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
- c. An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs.
- d. An ability to function effectively on teams to accomplish a common goal.
- e. An understanding of professional, ethical, legal, security and social issues and responsibilities.
- f. An ability to communicate effectively with a range of audiences.
- g. An ability to analyze the local and global impact of computing on individuals, organizations, and society.
- h. Recognition of the need for and an ability to engage in continuing professional development.
- i. An ability to use current techniques, skills, and tools necessary for computing practice

## **Computer Science (CS)**

- j. An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices
- k. An ability to apply design and development principles in the construction of software systems of varying complexity.

## **Information Systems (IS)**

j. An understanding of processes that support the delivery and management of information systems within a specific application environment

## Information Technology (IT)

j- An ability to use and apply current technical concepts and practices in the core information technologies.

k- An ability to identify and analyze user needs and take them into account in the selection,

creation, evaluation and administration of computer-based systems.

I- An ability to effectively integrate IT-based solutions into the user environment.

m- An understanding of best practices and standards and their application.

n- An ability to assist in the creation of an effective project plan.

# Specific learning outcomes for College of Business Informatics (BI)

- **o** An ability to apply total quality management for it system and to develop the software.
- p An ability to analyze quantitative models for business in a long term plan (strategy) in dynamic business.

q -An ability to apply E-process for organization.

General and Transferable Skills C.1(d) C.2(e) C.3(f) C.4(IT/n) D.1 D.2 D.3 D.4 > **Critical-Thinking Skills** > > > > > > > > > > > > > Please tick in the relevant boxes where individual Programme Learning Outcomes are being assessed > > > > > > > 5  $A.1(a) \left[ A.2(b) \right] A.3(c) \left[ A.4(g) \right] A.5(h) \left[ A.6(IT/1) \right] A.7(IT/m) \left[ A.8(B1/o) \right] A.9(B1/p) \left[ B.1(i) \right] B.2(CS/i) \left[ B.3(CS/k) \right] B.4(B1/q) \left[ B.4(B1/q) \right] B.1(i) \left[ B.2(CS/k) \right] B.3(CS/k) \left[ B.4(B1/q) \right] B.4(B1/q) \left[ B.2(CS/k) \right] B.4(B1/q) \left[ B.2(CS/k) \right] B.4(B1/q) \left[ B.4(B1/q) \right] B.4(B1/q) \left[ B.2(CS/k) \right] B.4(B1/q)$ > > > Subject- Specific Skills > > > > > > > > > > > > > > > **Program Learning Outcomes** > **Curriculum Skills Map** > Knowledge and Understanding > Core (C) or Option (O) Basic Basic Basic Basic Basic Basic Basic Basic Computational Paradigms Programming Fundamentals (I) Human Rights Principles of Management Discrete Mathematics Web Search Methods **Principles of** Accounting **Course Title** Arabic **HUR113** WSM15 ARB115 BIC111 IBT103 IBT105 **IBT101** BIT111 Course Code -First Level (First semester) First Level (First semester) First Level (First semester) First Level (First semester) Year / Level

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		Code		SE1221	BIC222	BIC213	IBT206	IBT208	IBT200	IBT205	IBE202
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		8		Course Code		ENG312	BIC310	IBT300	BIT311	IBE300	BIC352
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**Curriculum Skills Map** 

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Plea		Course Title		Software Engineering (II)	Mobile Applications Development	<b>Information</b> Security	<b>Artificial</b> Intelligence	Project Management	Graphics and Visualization
		Course Code		BIC320	IBT302	IBT304	<b>BIT322</b>	BIT324	BIE302
		Year / Level		Third level	(Second semester)	Third level (Second	semester)	Third level (Second	sem ester)

D.3 D.4 > General and Transferable Skills > > > > A.1(a) A.2(b) A.3(c) A.4(g) A.5(h) A.6(T7/1) A.7(T7/m) A.8(B1/0) A.9(B1/p) B.1(i) B.2(CS/j) B.3(CS/h) B.4(B1/q) C.1(d) C.2(c) C.3(f) C.4(T7/n) D.1 D.2 > > > > > > **Critical-Thinking Skills** > > > > Please tick in the relevant boxes where individual Programme Learning Outcomes are being assessed > > > > > > **Program Learning Outcomes** Subject- Specific Skills > > > > > > > > **Curriculum Skills Map** > Knowledge and Understanding > Core (C) or Option (O) Basic Basic Basic Basic Basic Basic Quantitative Analysis of Business Systems Dynamic in Business Information **Course Title E-Banking** interaction Project (I) Computer Human security **BIT41710 BIT41451** BIT41181 **BIT41021 BIT41441 BIT41411** Course Code Fourth level (First semester) Fourth level (First semester) Fourth level (First semester) Year / Level

D.3 D.4 > General and Transferable Skills > > > > A.1(a) A.2(b) A.3(c) A.4(g) A.5(h) A.6(T7/1) A.7(T7/m) A.8(B1/o) A.9(B1/p) B.1(i) B.2(CS/j) B.3(CS/k) B.4(B1/q) C.1(d) C.2(c) C.3(f) C.4(T7/n) D.1 D.2 > > > > > **Critical-Thinking Skills** > > > > > Please tick in the relevant boxes where individual Programme Learning Outcomes are being assessed > > > > > > > > > > **Program Learning Outcomes** Subject- Specific Skills > > > > > > > > > **Curriculum Skills Map** > > Knowledge and Understanding > Core (C) or Option (O) Basic Basic Basic Basic Basic Quality Management Management development IT Security &Risk Project (II) **Course Title Business** Strategy Software Total BIT42711 **BIT42271 BIT42441 BIT42471** BIT42021 Course Code Fourth level (second semester) Fourth level (second semester) Fourth level (second semester) Year / Level