



Jerash University
Faculty of Computer Science and Information Technology
Computer Sciences/Networks and CIS Department

Semester: Fall Semester 2018/2019

Course symbol and number: 1001485	Course Name: تدريب ميداني
Teaching Language: English	Prerequisites: إختيار 90 ساعة وموافقة القسم
Credits: 3 hours.	Course Level: 400

Course Description

This module is implanted according to the Faculty regulations. It requires training supervisor

Course Objectives

The main aim of this module is that students will have practice in different industrial, commercial, administrative enterprises or companies. By this module, students may apply, in the real world, what they have learned during the first three years of their study in the University. The module also aims to teach students how to be self-confident when they face problems in their practical life.

Regulations for Training:

1. Students must be full-time trainees for at least 2 days per week.
2. Students who take this module should arrange their timetable for other modules in a way that enables them to enroll in the pre-specified enterprise or company at least two days per week during the semester period.
3. The student has to get an official letter from the Faculty requesting a placement, and the Faculty provides a standard document that the placement provider could use to confirm that appropriate opportunities would be available to the student.
4. There is an academic supervisor for any trainee from the department in addition to the supervisor from the placement provider.
5. Student should submit a report at the end of the training period.
6. At the end of the training period some forms have been used to assess student by supervisor from the placement provider and an academic supervisor.

Learning Outcomes

Upon completion of this course, students should be able to:

The Competences Required in Computer Science (BSc program) - Micro Level

A- Knowledge & Understanding.

- A2) Know & understand a wide range of principles and tools available to the software developer, such as design methodologies, choice of algorithm, language, software libraries and user interface technique.
- A3) Understand the principles of various current applications and research areas of the subject including Intelligent Systems, databases, software engineering, networks, and distributed systems.
- A4) Know & understand a wide range of software and hardware used in development of computer systems.
- A5) Know & understand the professional and ethical responsibilities of the practicing computer professional including understanding the need for quality, security, and computer ethics.

B- Intellectual Skills.

- B1) Analyze a wide range of problems and provide solutions through suitable algorithms, structures, diagrams, and other appropriate methods.
- B2) Design and implement a software system of significant size.
- B3) Identify a range of solutions and critically evaluate and justify proposed design solutions.

C- Practical Skills.

- C1) Plan and undertake a major individual / group project in the areas of computer science.
- C2) Prepare and deliver coherent and structured verbal and written technical reports.
- C4) Use the scientific literature effectively and make discriminating use of Web resources.
- C5) Design, write, and debug computer programs in appropriate languages.
- C6) Use appropriate computer-based design support tools.

D-Transferable Skills and Personal Qualities.

- D2) Use IT skills and display mature computer literacy.
- D3) Work effectively with and for others.
- D4) Strike the balance between self-reliance and seeking help when necessary in new situations.
- D5) Display personal responsibility by working to multiple deadlines in complex activities.
- D6) Employ discrete and continuous mathematical skills as appropriate.

Text Book(s)

Title	
Author(s)	
Publisher	
Year	
Edition	

References	
Books	
Internet links	http://www.jpu.edu.jo/lms
Course link	Click here

Instructors	
Instructor	Dr. Mohammed M. Abu Shquier
Office Location	الطابق السابع – 720
Office Phone	555
E-mail	Shquier@jpu.edu.jo

Topics Covered			
Topics	Chapters in Text	Week number	Teaching hours
Define project responsibilities.			
Introduction to company and policies.			
Introduction to project and related documents.			
Define tasks to work on.			
Working on tasks under supervisor from the placement provider.			
Evaluating tasks.			
Solving discovered problems.			
Repeat (Week5-Week8) for other tasks.			
Assess student by supervisor from the placement provider.			
Discusses the technical report by academic supervisor			

Evaluation		
Assessment Tool	Expected Due Date	Weight
Programming assignments and LMS		20 %
Technical Evaluation (questioner), assess by supervisor from the placement provider.		20 %
Technical report, assess by academic supervisor		20 %
Final Exam	According to the University final examination schedule	40 %

Policy	
Attendance	Attendance is very important for the course. In accordance with university policy, students missing more than the allowed absence rate of total classes are subject to failure. Penalties may be assessed without regard to the student's performance. Attendance will be recorded at the beginning or end of each class.
Exams	All exams will be CLOSE-BOOK; necessary algorithms/equations/relations will be supplied as convenient.

Class Schedule & Room

Office Hours
Sun: 8 - 9 Mon: 8 - 9:30 Tues: 11 - 12 Wed: 11 - 12:30
* Or by an appointment through email

Teaching Assistant
To announced later on.

Prerequisites
Prerequisites by course
إختيار 90 ساعة وموافقة القسم