



Course Specifications

Course Title:	Computer Applications
Course Code:	ACIT 100
Program:	General Associate Diploma in Applications Development
Department:	Computer and Information Technology
College:	The Applied College
Institution:	King Abdulaziz University

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A. Course Identification

1. Credit hours: 4 Credit hours			
2. Course type			
a.	University ☐	College ☒	Department ☐ Others ☐
b.	Required ☒	Elective ☐	
3. Level/year at which this course is offered: 1 st Year, semester 1			
4. Pre-requisites for this course (if any):			
Not Applicable			
5. Co-requisites for this course (if any):			
Not Applicable			

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom		
2	Blended		
3	E-learning	12	100%
4	Distance learning		
5	Other		

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	6
2	Laboratory/Studio	6
3	Tutorial	
4	Others (specify)	
	Total	12

B. Course Objectives and Learning Outcomes

1. Course Description

This course is a test of practical skills and competencies of computer theory and practice. The course helps to establish a benchmark for basic computer skills giving the opportunity for the students to effectively join the new information age and consequently leading to fulfilling the ultimate objective of computer literacy. It also emphasizes the development of problem-solving skills by using a range of widely used office software applications.

2. Course Main Objective

The main objective of this course is to provide students with an overview of the main concepts in IT field and the required skills to use Microsoft applications, including Word, Excel and PowerPoint.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge and Understanding	
1.1	Outline the goal and purpose of the Microsoft Office applications.	K.3
1.2	Understand how to use of the Microsoft Office applications.	K.2
2	Skills :	
2.1	Create, open, and edit documents using the Microsoft Office Word.	S.1, S.3
2.2	Create, open, edit, and save workbooks using the Microsoft Office Excel.	S.1, S.3
2.3	Create, open, and edit presentations using the Microsoft Office PowerPoint.	S.1, S.3
3	Values:	
3.1	Demonstrate professional practical skills and ability to solve problem by following instructions.	V.1
3.2	Appraise to use computer such as internet facility, Learning Management System (Blackboard) etc.	V.2

C. Course Content (Up to 9 topics)

No	List of Topics	Contact Hours
1	Introduction to Word	1.33
2	Managing Documents in Word	1.33
3	Tables and Lists in Word	1.33
4	Introduction to Excel	1.33
5	Formulas and Functions in Excel	1.33
6	Visualizing Data in Excel	1.33
7	Introduction to PowerPoint	1.33
8	Managing Slides in PowerPoint	1.33
9	Adding Visuals to Presentations	1.33
Total		12

D. Teaching and Assessment

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

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge and Understanding		
1.1	Outline the goal and purpose of the Microsoft Office applications.	Discussions	Forum
1.2	Understand how to use of the Microsoft Office applications.	Online lecture View tutorials Laboratory exercise	Assignment Quiz 1 - 5 Final exam
2.0	Skills		
2.1	Create, open, and edit documents using the Microsoft Office Word.	Textbook reading Online lecture View tutorials Laboratory exercise	Quiz 1 - 5 Assignment Final exam

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
2.2	Create, open, edit, and save workbooks using the Microsoft Office Excel.	Textbook reading Online lecture View tutorials Laboratory exercise	Quiz 1 - 5 Assignment Final exam
2.3	Create, open, and edit presentations using the Microsoft Office PowerPoint.	Textbook reading Online lecture View tutorials Laboratory exercise	Quiz 1 - 5 Assignment Final exam
3.0	Values		
3.1	Demonstrate professional practical skills and ability to solve problem by following instructions.	Laboratory exercise	Quiz 1 - 5 Assignment Final exam
3.2	Appraise to use computer such as internet facility, Learning Management System (Blackboard) etc.	Blackboard Online lecture Tutorials	Quiz 1 - 5 Assignment Forum Final exam

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quizzes	2, 3, 5, 7, 9	20%
2	Assignment	4	6%
3	Forum	5	4%
4	Final Exam	10	70%

*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 :

- The faculty members are required to display at the front of their office a schedule dividing into lecture hours and office hours.
- The office hours are available for individual student's consultation and counselling, which is on average 30-45 minutes per course per day.
- Beside each faculty member provides counseling to their students, there are also other sources of counseling to students. These are college admission office and counsel and alumni office.

F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	Microsoft Corporation. (2019). Microsoft Official Academic Course – 40566A Microsoft Word associate 2019. Microsoft Corporation. (2019). Microsoft Official Academic Course – 40566A Microsoft Excel associate 2019.
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	Microsoft Corporation. (2019). Microsoft Official Academic Course – 40566A Microsoft PowerPoint associate 2019.
Essential References Materials	Recorded Lectures Microsoft Tutorials
Electronic Materials	e-Textbooks YouTube Tutorials
Other Learning Materials	lms.kau.edu.sa

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Blackboard system
Technology Resources (AV, data show, Smart Board, software, etc.)	• Personal computers for the instructor and students • Internet connection • Microsoft Office applications
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	Not applicable

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Teaching and assessment	Students, Coordinator	Course report form, university survey
Achievement of course learning outcomes	Students	University survey
Quality of learning resources	Students, faculty	University survey

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	



Course Specifications

Course Title:	Mobile App Development 1
Course Code:	ACIT 113
Program:	General Intermediate Diploma in Applications Development
Department:	Computer and Information Technology
College:	The Applied College
Institution:	King Abdulaziz University

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1.Learning Resources	6
2. Facilities Required.....	6
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H. Specification Approval Data	6

A. Course Identification

1. Credit hours:	3 Credit hours
2. Course type	
a.	University ☐ College ☐ Department ☒ Others ☐
b.	Required ☒ Elective ☐
3. Level/year at which this course is offered:	1 st Year, semester 1
4. Pre-requisites for this course (if any):	
	Not Applicable
5. Co-requisites for this course (if any):	
	Not Applicable

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom		
2	Blended		
3	E-learning	12	100%
4	Distance learning		
5	Other		

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	6
2	Laboratory/Studio	6
3	Tutorial	
4	Others (specify)	
	Total	12

B. Course Objectives and Learning Outcomes

1. Course Description

This course provides a comprehensive introduction to the principles and practices of mobile application development. Students will learn how to design, develop, and deploy applications for Android. The course give you a high-level overview of programming and the tools needed to develop Android applications. The course emphasizes hands-on experience and project-based learning to equip students with the skills needed to create innovative and user-friendly mobile apps.

2. Course Main Objective

The overall course objective is to provide students deep understanding of the unique characteristics of mobile devices, operating systems, and the mobile development lifecycle. Students will learn to use popular programming languages and development frameworks to create robust and efficient mobile apps.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge and Understanding	
1.1	Outline the principles and concepts of Android app development	K.1
1.2	Understand the application of the fundamentals of programming	K.3
1.3	Realize the phases of the application development lifecycle and their core activities.	K.1
1.4	Understand the application of some of the most useful tools and packages available for application development.	K.5
2	Skills:	
2.1	Understand and explore the Android Studio interface, configurations and built-in tools	S.2
2.2	Gather information to solve a coding challenge.	S.3
2.3	Understand how programs are constructed from functions.	S.1
2.4	Develop clean and bug free coding while keeping an eye on optimization.	S.3
3	Values:	
3.1	Demonstrate professional skills to develop mobile application.	V.1
3.2	Illustrate practical ability to work independently and in a team to solve problems related to the mobile application development.	V.2

C. Course Content (Up to 9 topics)

No	List of Topics	Contact Hours
1	Introduction to mobile devices and operating system	1.33
2	Mobile development lifecycle and interface design	1.33
3	Object-oriented programming and Kotlin	1.33
4	Variables and data types and control flow	1.33
5	Conditional statements	1.33
6	Introduction to loops	1.33
7	Functions	1.33
8	Arrays	1.33
9	Create a simple Android app	1.33
Total		12

D. Teaching and Assessment

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

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge and Understanding		
1.1	Outline the principles and concepts of Android app development	Textbook reading Online lecture Discussions	Quiz 1 - 5 Forum Final exam
1.2	Understand the application of the fundamentals of programming.	Online lecture Laboratory exercise	Assignment
1.3	Realize the phases of the application development lifecycle and their core activities.	Textbook reading Online lecture	Quiz 1 - 5

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.4	Understand the application of some of the most useful tools and packages available for application development	Online lecture Laboratory exercise	Assignment
2.0	Skills		
2.1	Understand and explore the Android Studio interface, configurations and built-in tools	Textbook reading Online lecture Discussions	Forum
2.2	Gather information to solve a coding challenge.	Online lecture Laboratory exercise	Quiz 1 – 5 Assignment Final exam
2.3	Understand how programs are constructed from functions.	Online lecture Laboratory exercise	Assignment Final exam
2.4	Develop clean and bug free coding while keeping an eye on optimization.	Online lecture Discussions Laboratory exercise	Assignment Final exam
3.0	Values		
3.1	Demonstrate professional skills to develop mobile application.	Class discussions Class exercise Laboratory exercise	Quiz 1 – 5 Assignment Final exam
3.2	Illustrate practical ability to work independently and in a team to solve problems related to the mobile application development.	Class exercise Laboratory exercise	Assignment

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quizzes	2, 3, 5, 7, 9	20%
2	Assignment	7	6%
3	Forum	8	4%
4	Final Exam	10	70%

*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 :

- The faculty members are required to display at the front of their office a schedule dividing into lecture hours and office hours.
- The office hours are available for individual student's consultation and counselling, which is on average 30-45 minutes per course per day.
- Beside each faculty member provides counseling to their students, there are also other sources of counseling to students. These are college admission office and counsel and alumni office.

F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	Android Programming with Kotlin for Beginners by John G.Horton ISBN-13: 978-1789615401, Publisher. Packt Publishing Android App Development For Dummies by Michael Burton ISBN-13. 978-1119017929, Edition. 3 rd , Publisher. Dummies
Essential References Materials	Recorded Lectures
Electronic Materials	https://kotlinlang.org/ E-books
Other Learning Materials	lms.kau.edu.sa

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Blackboard system
Technology Resources (AV, data show, Smart Board, software, etc.)	• Personal computers for the instructor and students • Internet connection • Kotlin
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	Not applicable

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Teaching and assessment	Students, Coordinator	Course report form, university survey
Achievement of course learning outcomes	Students	University survey
Quality of learning resources	Students, faculty	University survey

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	



Course Specifications

Course Title:	Mobile App Development 2
Course Code:	ACIT 114
Program:	General Intermediate Diploma in Applications Development
Department:	Computer and Information Technology
College:	The Applied College
Institution:	King Abdulaziz University

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F. Learning Resources and Facilities.....	6
1.Learning Resources	6
2. Facilities Required.....	6
G. Course Quality Evaluation	6
H. Specification Approval Data	6

A. Course Identification

1. Credit hours: 3 Credit hours			
2. Course type			
a.	University ☐	College ☐	Department ☒
b.	Required ☒	Elective ☐	Others ☐
3. Level/year at which this course is offered: 1 st Year, semester 2			
4. Pre-requisites for this course (if any):			
ACIT 113			
5. Co-requisites for this course (if any):			
Not Applicable			

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom		
2	Blended		
3	E-learning	12	100%
4	Distance learning		
5	Other		

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	6
2	Laboratory/Studio	6
3	Tutorial	
4	Others (specify)	
	Total	12

B. Course Objectives and Learning Outcomes

1. Course Description

This course is designed for developers who have a solid foundation in mobile app development and want to delve deeper into advanced techniques and best practices. Participants will explore cutting-edge technologies, design patterns, optimization strategies to create high-performance, scalable, and user-centric mobile applications.

2. Course Main Objective

The overall course objective is to equip students with the skills and knowledge necessary to create sophisticated and high-performance mobile applications. This involves delving into advanced programming concepts, design patterns, and tools that can be used to build robust and scalable applications.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge and Understanding	
1.1	Understand the application of coding fundamentals to advanced frameworks, giving a well-rounded understanding of the entire app development process.	K.1
1.2	Gain practical experience through real-world projects.	K.2
1.3	In-depth knowledge of frameworks for cross-platform development.	K.5
1.4	Understand the application Techniques for optimizing application performance	K.4
2	Skills:	
2.1	Understand and explore the developing of native or cross-platform mobile applications.	S.2
2.2	Understand the application of iOS swift coding.	S.3
2.3	Deep understanding of mobile frameworks.	S.1
2.4	Knowledge of secure coding practices.	S.2
3	Values:	
3.1	Demonstrate professional skills to develop mobile application.	V.1
3.2	Illustrate practical ability to work independently and in a team to solve problems related to the mobile application development.	V.2

C. Course Content (Up to 9 topics)

No	List of Topics	Contact Hours
1	Introduction to programing in swift	1.33
2	Data Structures	1.33
3	Control flow	1.33
4	Functions and Closures	1.33
5	Structures and Classes	1.33
6	Introduction to React Native	1.33
7	React Native list and text input	1.33
8	SwiftUI essentials	1.33
9	App design and layout	1.33
Total		12

D. Teaching and Assessment

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

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge and Understanding		
1.1	Understand the application of coding fundamentals to advanced frameworks, giving a well-rounded understanding of the entire app development process	Textbook reading Online lecture Discussions	Quiz 1 - 5 Forum Final exam
1.2	Gain practical experience through real-world projects..	Online lecture Laboratory exercise	Assignment

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.3	In-depth knowledge of frameworks for cross-platform development.	Textbook reading Online lecture	Quiz 1 - 5
1.4	Understand the application Techniques for optimizing application performance	Online lecture Laboratory exercise	Assignment
2.0	Skills		
2.1	Understand and explore the developing of native or cross-platform mobile applications.	Textbook reading Online lecture Discussions	Forum
2.2	Understand the application of iOS swift coding.	Online lecture Laboratory exercise	Quiz 1 – 5 Assignment Final exam
2.3	Deep understanding of mobile frameworks.	Online lecture Laboratory exercise	Assignment Final exam
2.4	Knowledge of secure coding practices.	Online lecture Discussions Laboratory exercise	Assignment Final exam
3.0	Values		
3.1	Demonstrate professional skills to develop mobile application.	Class discussions Class exercise Laboratory exercise	Quiz 1 – 5 Assignment Final exam
3.2	Illustrate practical ability to work independently and in a team to solve problems related to the mobile application development.	Class exercise Laboratory exercise	Assignment

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quizzes	2, 3, 5, 7, 9	20%
2	Assignment	7	6%
3	Forum	8	4%
4	Final Exam	10	70%

*Assessment task (i.e., written test, oral test, oral presentation, group project, essay, etc.)

E. Student Academic Counseling and Support

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- The office hours are available for individual student's consultation and counselling, which is on average 30-45 minutes per course per day.
- Beside each faculty member provides counseling to their students, there are also other sources of counseling to students. These are college admission office and counsel and alumni office.

F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	Head First Swift: A Learner's Guide to Programming with Swift by Matt Neuburg ISBN-13: 978-1098118501, Publisher. O'Reilly Media React and React Native by Mikhail Sakhniukadam Boduch ISBN-13. 978-1839211140, Edition. 3rd, Publisher. Packt Publishing
Essential References Materials	Recorded Lectures
Electronic Materials	https://developer.apple.com/tutorials/swiftui/ https://www.programiz.com/swift-programming
Other Learning Materials	lms.kau.edu.sa

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Blackboard system
Technology Resources (AV, data show, Smart Board, software, etc.)	• Personal computers for the instructor and students • Internet connection • Swift
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	Not applicable

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Teaching and assessment	Students, Coordinator	Course report form, university survey
Achievement of course learning outcomes	Students	University survey
Quality of learning resources	Students, faculty	University survey

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	
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Reference No.	
Date	



Course Specifications

Course Title:	Desktop App Development
Course Code:	ACIT 115
Program:	General Intermediate Diploma in Applications Development
Department:	Computer and Information Technology
College:	The Applied College
Institution:	King Abdulaziz University

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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	7

A. Course Identification

1. Credit hours:	3 Credit hours
2. Course type	
a.	University ☐ College ☐ Department ☒ Others ☐
b.	Required ☒ Elective ☐
3. Level/year at which this course is offered:	1 st Year, Semester 2
4. Pre-requisites for this course (if any):	
ACIT 113	
5. Co-requisites for this course (if any):	
Not Applicable	

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom		
2	Blended		
3	E-learning	12	100%
4	Distance learning		
5	Other		

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	6
2	Laboratory/Studio	6
3	Tutorial	
4	Others (specify)	
	Total	12

B. Course Objectives and Learning Outcomes

1. Course Description

This course introduces students to the concepts and architecture of desktop applications, as well as the principles, techniques, and tools required for their development. Students will learn how to design, implement, and deploy applications running on various operating system platforms while understanding the phases of the desktop application development lifecycle. The course covers programming languages, development frameworks, and UI/UX design. Through hands-on projects, students will gain practical experience with popular development frameworks such as JavaScript and Power Apps. By the end of the course, students will be able to design, develop, and deploy fully functional desktop applications, with a focus on creating responsive and user-friendly applications.

2. Course Main Objective

The overall course objective is to provide students with the basic concepts and skills required to develop desktop applications. Topics include architecture, lifecycle, frameworks, and graphical user interface design for desktop application development.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge and Understanding	
1.1	Outline the fundamentals of desktop application development	K1
1.2	Understand the desktop application architecture and lifecycle	K1, K2
1.3	Knowledge of GUI Design Principles	K4
1.4	Recognize the different programming languages and frameworks	K3
2	Skills :	
2.1	Understand various programming languages and frameworks used in desktop application development	S2
2.2	Recognize the various phases of the desktop applications development lifecycle	S1
2.3	Gather information to design and develop desktop applications using JavaScript	S1, S2, S3
2.4	Develop desktop applications using Power App, focusing on creating responsive and user-friendly applications.	S3
3	Values:	
3.1	Demonstrate professional skills in designing innovative desktop applications that meet user needs	V1
3.2	Illustrate practical ability to work independently and in a team to create desktop applications with GUI	V2, V3

C. Course Content (Up to 9 topics)

No	List of Topics	Contact Hours
1	Introduction to Desktop Application	1.33
2	Desktop Application Development Lifecycle	1.33
3	Programming Languages	1.33
4	GUI Frameworks and User Experience	1.33
5	Setting Up Development Environment	1.33
6	Planning, Designing, and Coding Desktop Application	1.33
7	Implementing File Handling, Data Storage, and Testing and Debugging	1.33
8	Introduction to Powe Apps Platform	1.33
9	Developing Desktop Applications to Meet Business Needs	1.33
Total		12

D. Teaching and Assessment

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

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge and Understanding		
1.1	Outline the fundamentals of desktop application development	Textbook reading Online lecture Discussions	Quiz 1 - 5 Forum Final exam

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.2	Understand the desktop application architecture and lifecycle	Online lecture Laboratory exercise	Assignment
1.3	Knowledge of GUI Design Principles	Textbook reading Online lecture	Quiz 1 - 5
1.4	Recognize the different programming languages and frameworks	Online lecture Laboratory exercise	Assignment
2.0	Skills		
2.1	Understand various programming languages and frameworks used in desktop application development	Textbook reading Online lecture Discussions	Forum
2.2	Recognize the various phases of the desktop applications development lifecycle	Online lecture Laboratory exercise	Quiz 1 – 5 Assignment Final exam
2.3	Gather information to design and develop desktop applications using JavaScript	Online lecture Laboratory exercise	Assignment Final exam
2.4	Develop desktop applications using Power App, focusing on creating responsive and user-friendly applications.	Online lecture Discussions Laboratory exercise	Assignment Final exam
3.0	Values		
3.1	Demonstrate professional skills in designing innovative desktop applications that meet user needs	Class discussions Class exercise Laboratory exercise	Quiz 1 – 5 Assignment Final exam
3.2	Illustrate practical ability to work independently and in a team to create desktop applications with GUI	Class exercise Laboratory exercise	Assignment

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quizzes	2, 3, 5, 7, 9	20%
2	Assignment	7	6%
3	Forum	8	4%
4	Final Exam	10	70%

*Assessment task (i.e., written test, oral test, oral presentation, group project, essay, etc.)

E. Student Academic Counseling and Support

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- The faculty members are required to display at the front of their office a schedule dividing into lecture hours and office hours.
- The office hours are available for individual student's consultation and counselling, which is on average 30-45 minutes per course per day.
- Beside each faculty member provides counseling to their students, there are also other sources of counseling to students. These are college admission office and counsel and alumni office.

F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	Weske, M. and Liggesmeyer, P., Object-Oriented and Internet-Based Technologies [electronic resource]: 5th Annual International Conference on Object-Oriented and Internet-Based Technologies, Concepts, and Applications for a Networked World, Net. ObjectDays 2004, Erfurt, Germany, September 27-30, 2004. Proceedings. Marcus, A., 1997. Graphical user interfaces. In Handbook of human-computer interaction (pp. 423-440). North-Holland. Crockford, D., 2008. JavaScript: The Good Parts: The Good Parts. "O'Reilly Media, Inc."
Essential References Materials	Recorded Lectures
Electronic Materials	https://www.javascript.com/ https://www.microsoft.com/ar/power-platform/products/power-apps/?market=sa
Other Learning Materials	lms.kau.edu.sa

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Blackboard system
Technology Resources (AV, data show, Smart Board, software, etc.)	• Personal computers for the instructor and students • Internet connection • JavaScript • Microsoft Power Apps
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Teaching and assessment	Students, Coordinator	Course report form, university survey
Achievement of course learning outcomes	Students	University survey

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Quality of learning resources	Students, faculty	University survey

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	



Course Specifications

Course Title:	Database Systems
Course Code:	ACIT 121
Program:	General Intermediate Diploma in Applications Development
Department:	Computer and Information Technology
College:	The Applied College
Institution:	King Abdulaziz University

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A. Course Identification

1. Credit hours: 3 Credit hours			
2. Course type			
a.	University ☐	College ☐	Department ☒ Others ☐
b.	Required ☒	Elective ☐	
3. Level/year at which this course is offered: Level 2 / Year 1			
4. Pre-requisites for this course (if any):			
None			
5. Co-requisites for this course (if any):			
None.			

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom		
2	Blended		
3	E-learning	12	100
4	Distance learning		
5	Other		

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	8
2	Laboratory/Studio	4
3	Tutorial	
4	Others (specify)	
	Total	12

B. Course Objectives and Learning Outcomes

1. Course Description This course is intended to give students a solid background of Database Systems Concepts & Architecture of the Database Management System. The course will discuss the different types of database systems by using the relational model as an example. The course also will introduce the usage of database management systems and gain knowledge of Data Modeling Using Entity-Relationship Model. The course will enable students to create and manipulate databases by using Microsoft SQL Server Database.
2. Course Main Objective The course main objective is to provide students with the knowledge and skills to create efficient databases that meet organizational needs.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge and Understanding	
1.1	Outline creation of a database and its objects.	K3
1.2	Outline users of a database system and identify the properties of data objects and relationship between them.	K2
1.3		
2	Skills :	
2.1	Describe various types of databases technology.	S3
2.2		
2.3		
3	Values:	
3.1	Develop professional practical skills to demonstrate the ability to apply Database knowledge in the next semester and onward.	V1, V3
3.2	Work in team and resolve conflicts individually/ orally/ or within a group.	V2
3.3		

C. Course Content

No	List of Topics	Contact Hours
1	Understanding Core Database Concepts	2
2	Entity Relationship (ER) Model	2
3	Creating Database Objects - Part A	1
4	Creating Database Objects - Part B	1
5	Manipulating Data – Part A	1
6	Manipulating Data – Part B	1
7	Understanding Data Storage	1
8	Administering a Database	2
9	Emerging trends in Database technologies (Cloud Database)	1
Total		12

D. Teaching and Assessment

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

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge and Understanding		
1.1	Outline creation of a database and its objects.	Blended learning, Discussion, Problem solving based learning,	Forum

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
		Collaborative learning and Troubleshooting	
1.2	Outline users of a database system and identify the properties of data objects and relationship between them.	Blended learning, Discussion, Problem solving based learning, Collaborative learning and Troubleshooting	Quizzes, Assignment, Final exam
...			
2.0	Skills		
2.1	Describe various types of databases technology.	Blended learning, Discussion, Problem solving based learning, Collaborative learning and Troubleshooting	Quizzes, Assignment, Final exam
2.2			
...			
3.0	Values		
3.1	Develop professional practical skills to demonstrate the ability to apply Database knowledge in the next semester and onward.	Blended learning, Discussion, Problem solving based learning, Collaborative learning and Troubleshooting	Quizzes, Assignment, Final exam
3.2	Work in team and resolve conflicts individually/ orally/ or within a group.	Blended learning, Discussion, Problem solving based learning, Collaborative learning and Troubleshooting	Quizzes, Assignment, Final exam
...			

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quizzes	2,4,6,7,9	20
2	Assignment	5	6
3	Forum	3	4
4	Final Exam	10	70

*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:

The faculty members are required to display at the front of their office a schedule dividing into lecture hours and office hours. The office hours are available for individual student's consultation and counselling, which is on average 30-45 minutes per course per day.

Beside each faculty member provides counseling to their students, there are also other sources of counseling to students. These are college admission office and counsel and alumni office.

F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	Exam 98-364 MTA Database Administration Fundamentals by Microsoft Official Academic Course.
Essential References Materials	Recorded lectures, PowerPoint slides
Electronic Materials	PowerPoint slides
Other Learning Materials	lms.kau.edu.sa

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Blackboard
Technology Resources (AV, data show, Smart Board, software, etc.)	- Personal computers for the instructor and students - Internet connection - Microsoft SQL Server 2019
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
Teaching and assessment	Students, Coordinator	Course report form, university survey
Achievement of course learning outcomes	Students	University Survey

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Quality of learning resources	Students, faculty	University Survey

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	



Course Specifications

Course Title:	System Analysis and Design
Course Code:	ACIT 124
Program:	General Intermediate Diploma in Applications Development
Department:	Computer and Information Technology
College:	The Applied College
Institution:	King Abdulaziz University

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1.Learning Resources	6
2. Facilities Required.....	6
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A. Course Identification

1. Credit hours:	3 Credit hours
2. Course type	
a.	University ☐ College ☐ Department ☒ Others ☐
b.	Required ☒ Elective ☐
3. Level/year at which this course is offered:	2 nd Year, semester 1
4. Pre-requisites for this course (if any):	
Not Applicable	
5. Co-requisites for this course (if any):	
Not Applicable	

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom		
2	Blended		
3	E-learning	12	100%
4	Distance learning		
5	Other		

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	6
2	Laboratory/Studio	6
3	Tutorial	
4	Others (specify)	
	Total	12

B. Course Objectives and Learning Outcomes

1. Course Description

This course introduces students to the concepts and skills of system analysis and design. The course presents the latest methods and techniques used in system analysis and design obtained from the actual practice in the field as well as latest advances. It includes expanded coverage of the different functions in the first three phases of the system development lifecycle (SDLC), namely, planning, analysis and design. This course does not cover the development and implementation of information systems nor their testing and maintenance. The Unified Modeling Language (UML) provides a common and standard notation for recording both analysis models and design artifacts. This course delves into the processes of object-oriented analysis and design using UML as the notation language.

2. Course Main Objective

The overall course objective is to provide students with the basic concepts and skills required for analyzing and designing systems using UML. Topics include foundation for system analysis and design, software process models, process activities, determining system requirements, data modeling and object-oriented analysis and user face design.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge and Understanding	
1.1	Outline the principles and concepts of systems analysis and design	K.1
1.2	Understand the application of system analysis and design in different contexts	K.3
1.3	Realize the phases of the system development lifecycle and their core activities.	K.1
1.4	Recognize the differences between design models to select the appropriate design model for a given system or project	K.2
2	Skills:	
2.1	Recognize the tools and software of systems analysis and design	S.3
2.2	Gather information to develop a requirement document with a clear problem definition that models an information system design.	S2
2.3	Develop general and detailed diagrams that model the domain by articulating the knowledge of UML to assist programmers in implementing a system	S.1
2.4	Solve a wide range of problems related to the analysis and design of information systems	S.3
3	Values:	
3.1	Demonstrate professional skills to analyze and design information systems.	V.1
3.2	Illustrate practical ability to work independently and in a team to solve problems related to the analysis and design of information systems.	V.2

C. Course Content (Up to 9 topics)

No	List of Topics	Contact Hours
1	Introduction to Systems Analysis	1.33
2	Unified Modeling Language	1.33
3	Investigate System Requirements	1.33
4	Use Case Diagram	1.33
5	Class Diagram	1.33
6	Sequence Diagram	1.33
7	Activity Diagram	1.33
8	Four Diagrams	1.33
9	All Together	1.33
Total		12

D. Teaching and Assessment

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

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge and Understanding		
1.1	Outline the principles and concepts of systems analysis and design	Textbook reading Online lecture Discussions	Quiz 1 - 5 Forum Final exam
1.2	Understand the application of system analysis and design in different contexts.	Online lecture Laboratory exercise	Assignment
1.3	Realize the phases of the system development lifecycle and their core activities.	Textbook reading Online lecture	Quiz 1 - 5
1.4	Recognize the differences between design models to select the appropriate design model for a given system or project	Online lecture Laboratory exercise	Assignment
2.0	Skills		
2.1	Recognize the tools and software of systems analysis and design	Textbook reading Online lecture Discussions	Forum
2.2	Gather information to develop a requirement document with a clear problem definition that models an information system design.	Online lecture Laboratory exercise	Quiz 1 – 5 Assignment Final exam
2.3	Develop general and detailed diagrams that model the domain by articulating the knowledge of UML to assist programmers in implementing a system	Online lecture Laboratory exercise	Assignment Final exam
2.4	Solve a wide range of problems related to the analysis and design of information systems	Online lecture Discussions Laboratory exercise	Assignment Final exam
3.0	Values		
3.1	Demonstrate professional skills to analyze and design information systems.	Class discussions Class exercise Laboratory exercise	Quiz 1 – 5 Assignment Final exam
3.2	Illustrate practical ability to work independently and in a team to solve problems related to the analysis and design of information systems.	Class exercise Laboratory exercise	Assignment

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quizzes	2, 3, 5, 7, 9	20%
2	Assignment	7	6%
3	Forum	8	4%
4	Final Exam	10	70%

#	Assessment task*	Week Due	Percentage of Total Assessment Score

*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 :

- The faculty members are required to display at the front of their office a schedule dividing into lecture hours and office hours.
- The office hours are available for individual student's consultation and counselling, which is on average 30-45 minutes per course per day.
- Beside each faculty member provides counseling to their students, there are also other sources of counseling to students. These are college admission office and counsel and alumni office.

F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	Satzinger, J. W., Jackson, R. B., & Burd, S. D. (2016). Systems analysis and design in a changing world. Boston, USA: Cengage learning. ISBN-13: 978-1305117204, ISBN-10: 1305117204. Seidl, M., Scholz, M., Huemer, C., & Kappel, G. (2015). UML @ classroom: An introduction to object-oriented modeling. New York: Springer. ISBN-13: 978-3319127415, ISBN-10: 3319127411. Kendall, K. E., & Kendall, J. E. (2014). Systems analysis and design. Upper Saddle River, NJ: Pearson Education, Inc. ISBN 13: 978-0-13-302344-2, ISBN 10: 0-13-302344-3
Essential References Materials	Recorded Lectures
Electronic Materials	https://app.diagrams.net/
Other Learning Materials	lms.kau.edu.sa

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Blackboard system
Technology Resources	• Personal computers for the instructor and students • Internet connection

Item	Resources
(AV, data show, Smart Board, software, etc.)	Microsoft Visio
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	Not applicable

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Teaching and assessment	Students, Coordinator	Course report form, university survey
Achievement of course learning outcomes	Students	University survey
Quality of learning resources	Students, faculty	University survey

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	



Course Specifications

Course Title:	User Interface Design
Course Code:	ACIT 156
Program:	General Intermediate Diploma in Applications Development
Department:	Computer and Information Technology
College:	The Applied College
Institution:	King Abdulaziz University

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A. Course Identification

1. Credit hours:			
2. Course type			
a.	University ☐	College ☐	Department ☒
b.	Required ☒	Elective ☐	Others ☐
3. Level/year at which this course is offered: 1 st Year, semester 2			
4. Pre-requisites for this course (if any): Not Applicable			
5. Co-requisites for this course (if any): Not Applicable			

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom		
2	Blended		
3	E-learning		
4	Distance learning	12	100%
5	Other		

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	12
2	Laboratory/Studio	
3	Tutorial	
4	Others (specify)	
	Total	12

B. Course Objectives and Learning Outcomes

1. Course Description

The **User Interface (UI) Design** course introduces students to the essential principles, techniques, and tools for creating intuitive and aesthetically pleasing interfaces for web and mobile applications. This course emphasizes the importance of user-centered design, usability, and accessibility in the development of effective digital products. Students will learn how to design interfaces that provide seamless user experiences while meeting technical and functional requirements.

Key topics covered include visual hierarchy, color theory, typography, prototyping, responsive design, and interaction design.

2. Course Main Objective

The primary objective of this course is to equip students with the knowledge and skills necessary to design user-friendly, accessible, and visually compelling interfaces for web and mobile applications. By the end of the course, students will be able to apply user-centered design principles and modern UI techniques to create interfaces that enhance the overall user experience, ensuring usability, responsiveness, and aesthetic appeal while meeting both technical and functional requirements of digital products.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge and Understanding	
1.1	Apply principles of UX and UI design to create intuitive, user-centered interfaces for web and mobile applications.	K2
1.2	Utilize front-end frameworks to build efficient, responsive, and scalable user interfaces that enhance usability and accessibility.	K4
1.3	Demonstrate a deep understanding of modern design tools and methodologies used in UI design and development.	K2,k4
2	Skills :	
2.1	Design and develop user-friendly interfaces that meet specific user needs and ensure positive user experiences.	S2
2.2	Demonstrate proficiency in using modern design and prototyping tools (such as Figma, Sketch, or Adobe XD) to create and test interface prototypes.	S4
2.3	Collaborate effectively with developers and other team members, contributing to successful UI design and implementation.	S2,S4
3	Values:	
3.1	Collaborate with team members effectively, sharing feedback and contributing to the collective success of projects.	V2
3.2	Critically evaluate UI designs and think innovatively to enhance functionality, usability, and user satisfaction.	V3
3.3	Develop an ethical and user-focused approach to design, ensuring accessibility and inclusivity in all interfaces.	V3

C. Course Content

No	List of Topics	Contact Hours
1	Introduction to UI Design & User-Centered Design	1.33
2	Visual Design Principles: Layout, Color Theory & Typography	1.33
3	Wireframing & Prototyping Techniques	1.33
4	Interaction Design & Usability	1.33
5	Responsive Design & Mobile-First Approach	1.33
6	UI Design Tools (e.g., Figma, Sketch, Adobe XD)	1.33
7	Accessibility & Inclusive Design	1.33
8	Testing & Iterating UI Designs	1.33
9	UI Design Trends & Final Project Presentation	1.33
Total		12

D. Teaching and Assessment

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

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge and Understanding		
1.1	Apply principles of UX and UI design to create intuitive, user-centered	- Lectures explaining UI/UX principles.	Assignments. Quizzes Final exam.

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
	interfaces for web and mobile applications.	- Case study analysis. - In-class discussions.	
1.2	Utilize front-end frameworks to build efficient, responsive, and scalable user interfaces that enhance usability and accessibility.	-Lectures -Demonstrations of front-end frameworks. -Group discussions.	Assignments. Quizzes Final exam.
1.3	Demonstrate a deep understanding of modern design tools and methodologies used in UI design and development.	-Lectures. -Tool demonstrations.	Assignments. Forum Quizzes Final exam.
2.0	Skills		
2.1	Design and develop user-friendly interfaces that meet specific user needs and ensure positive user experiences.	- Lectures. -Virtual Group activities. -Peer review sessions.	Assignments. Forum Quizzes Final exam.
2.2	Demonstrate proficiency in using modern design and prototyping tools (e.g., Figma, Sketch, Adobe XD).	- Lectures. - Tutorials and software demonstrations. - Guided exercises.	Assignments. Forum Quizzes Final exam.
2.3	Collaborate effectively with developers and team members to implement UI designs in real-world applications.	-Lectures. -Group discussions.	Assignments. Forum Quizzes Final exam.
3.0	Values		
3.1	Collaborate with team members effectively, sharing feedback and contributing to the collective success of projects.	-Lectures. -Group discussions.	Assignment
3.2	Critically evaluate UI designs and think innovatively to enhance functionality, usability, and user satisfaction.	-Lectures. -Group discussions.	Assignment Forum
3.3	Develop an ethical and user-focused approach to design, ensuring accessibility and inclusivity in all interfaces.	-Lectures. -Group discussions.	Assignment Forum

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quizzes	3, 4, 6, 7, 9	20%
2	Assignment	5	6%
3	Forum	8	4%
4	Final Exam	10	70%
5			
6			
7			
8			

*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 :

1. Office Hours

- **Set Schedule:** Faculty members are required to have designated office hours each week, during which they are available for student consultations. These hours should be publicized in the course syllabus and on the learning management system (LMS).
- **Virtual Office Hours:** Offer virtual office hours via video conferencing tools to accommodate students who may not be able to attend in person.

2. Appointment System

- **Online Booking and Flexible Appointments:** Faculty members are encouraged to implement an online scheduling system that allows students to book individual appointments with faculty at mutually convenient times.

3. Communication Channels

- **Email Support:** Faculty should encourage students to reach out via email for quick questions or to arrange meetings. Clear guidelines on response times can enhance communication.

Discussion Forums: Faculty are required to utilize discussion boards or forums on the LMS where students can post questions and receive guidance from faculty and peers.

F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	Krug, S. (2020). <i>Don't make me think: A common sense approach to web usability</i> (3rd ed.). New Riders.
Essential References Materials	1. Garrett, J. J. (2011). <i>The elements of user experience: User-centered design for the web and beyond</i> (2nd ed.). New Riders. 2. Hooper, S., & Berkman, E. (2016). <i>Designing mobile interfaces: Patterns for interaction design</i> (2nd ed.). O'Reilly Media. 3. Horton, S., & Quesenberry, W. (2019). <i>A web for everyone: Designing accessible user experiences</i> (2nd ed.). Rosenfeld Media. 4. Norman, D. A. (2013). <i>The design of everyday things: Revised and expanded edition</i> . Basic Books.
Electronic Materials	Figma, Adobe XD and/or Sketch
Other Learning Materials	Recorded Lectures and lms.kau.edu.sa

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Blackboard system
Technology Resources (AV, data show, Smart Board, software, etc.)	Personal computers for the instructor and students Internet connection
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	Figma, Adobe XD and/or Sketch

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Teaching and assessment	Students, Coordinator	Course report form, university survey
Achievement of course learning outcomes	Students	University survey
Quality of learning resources	Students, faculty	University survey

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	



Course Specifications

Course Title:	User Experience
Course Code:	ACIT 157
Program:	General Intermediate Diploma in Applications Development
Department:	Computer and Information Technology
College:	The Applied College
Institution:	King Abdulaziz University

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A. Course Identification

1. Credit hours: 3			
2. Course type			
a.	University ☐	College ☐	Department ☒ Others ☐
b.	Required ☒	Elective ☐	
3. Level/year at which this course is offered: 2nd Year, 2nd Semester			
4. Pre-requisites for this course (if any): ACIT 156 - User Interface Design			
5. Co-requisites for this course (if any): None			

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom		
2	Blended		
3	E-learning	12	100%
4	Distance learning		
5	Other		

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	12
2	Laboratory/Studio	
3	Tutorial	
4	Others (specify)	
	Total	12

B. Course Objectives and Learning Outcomes

1. Course Description

This course provides students with a deep understanding of user experience (UX) design principles. Students will explore how to design intuitive and engaging user experiences through various frameworks and methodologies, considering usability, accessibility, and design thinking.

2. Course Main Objective

Equip students with the ability to design user-centered applications that provide excellent user experiences, focusing on usability, user research, and interface design evaluation.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge and Understanding	
1.1	Understand key concepts of UX and UI design.	K4
1.2	Demonstrate knowledge of user research methodologies.	K2

CLOs		Aligned PLOs
1.3		
1...		
2	Skills :	
2.1	Apply UX principles to design intuitive and functional user interfaces.	S1
2.2	Use user research methods to gather and analyze feedback for design improvement.	S4
2.3	Create wireframes, user journeys, and prototypes to visualize UX solutions.	S3
2...		
3	Values:	
3.1	Work collaboratively in teams to develop user-centered designs.	V1
3.2	Practice ethical considerations and empathy in user experience design.	V2
3.3		
3...		

C. Course Content

No	List of Topics	Contact Hours
1	Introduction to User Experience Design	1.33
2	User Research Methods	1.33
3	Personas and Empathy Mapping	1.33
4	Information Architecture	1.33
5	Wireframing and Prototyping	1.33
6	Usability Testing and Feedback	1.33
7	Accessibility and Inclusive Design	1.33
8	Design Thinking Process	1.33
9	User Experience Metrics and Analytics	1.33
Total		12

D. Teaching and Assessment

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

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge and Understanding		
1.1	Understand UX and UI design principles.	Textbook reading Online lecture Discussions	Quiz 1 - 5 Forum Final exam
1.2	Demonstrate knowledge of user research methodologies.	Textbook reading Online lecture Discussions	Assignment
...			
2.0	Skills		
2.1	Apply UX principles to design intuitive and functional user interfaces.	Textbook reading Online lecture Discussions	Quiz 1 - 5 Forum Final exam
2.2	Use user research methods to gather and analyze feedback for design improvement.	Online lecture Discussions, Practical workshops, and feedback	Exercises, Assignment

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
2.3	Create wireframes, user journeys, and prototypes to visualize UX solutions.	Textbook reading Online lecture Discussions	Exercises, Assignment
3.0	Values		
3.1	Work collaboratively in teams to develop user-centered designs.	Online lecture Discussions	Forum
3.2	Practice ethical considerations and empathy in user experience design.	Textbook reading Online lecture Discussions	
...			

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quizzes	2, 3, 5, 7, 9	20%
2	Assignment	7	6%
3	Forum	8	4%
4	Final Exam	10	70%
5			
6			
7			
8			

*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 :

- The faculty members are required to display at the front of their office a schedule dividing into lecture hours and office hours.
- The office hours are available for individual student's consultation and counselling, which is on average 30-45 minutes per course per day.
- Beside each faculty member provides counseling to their students, there are also other sources of counseling to students. These are college admission office and counsel and alumni office.

F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	- Garrett, J. J. (2010). <i>The Elements of User Experience: User-Centered Design for the Web and Beyond</i>. Pearson Education. - New Riders (August 17, 2023). <i>The Art and Science of UX: A step-by-step guide to designing amazing user experiences, 1st edition</i>
Essential References Materials	Krug, S. (2014). <i>Don't Make Me Think: A Common Sense Approach to Web Usability</i> . New Riders.
Electronic Materials	- UX Design platforms: Figma, Adobe XD - Online resources for user testing and prototyping
Other Learning Materials	- Supplementary articles and case studies shared on the LMS. - lms.kau.edu.sa

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Blackboard system
Technology Resources (AV, data show, Smart Board, software, etc.)	- Personal computers for the instructor and students - Internet connection
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	Not Applicable

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Teaching and assessment	Students, Coordinator	Course report form, university survey
Achievement of course learning outcomes	Students	University survey
Quality of learning resources	Students, faculty	University survey

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	



Course Specifications

Course Title:	Project
Course Code:	ACIT 192
Program:	General Intermediate Diploma in Applications Development
Department:	Computer and Information Technology
College:	The Applied College
Institution:	King Abdulaziz University

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A. Course Identification

1. Credit hours:	3 Credit hours
2. Course type	
a.	University ☐ College ☐ Department ☒ Others ☐
b.	Required ☒ Elective ☐
3. Level/year at which this course is offered:	1 st Year, semester 2
4. Pre-requisites for this course (if any):	ACIT 113, ACIT 124, ACIT 156
5. Co-requisites for this course (if any):	Not Applicable

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom		
2	Blended		
3	E-learning	12	100%
4	Distance learning		
5	Other		

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	6
2	Laboratory/Studio	6
3	Tutorial	
4	Others	
	Total	12

B. Course Objectives and Learning Outcomes

1. Course Description

In this course, students are required to design and implement a graduation project. The graduation project is an opportunity for students to benefit from the courses studied in the Department of Computer and Information Technology at the Faculty of Applied Studies in finding solutions to practical or theoretical problems in their field of study. The project is also an opportunity for students to practice preparing and writing reports with scientific and professional controls. The project also aims to train students to work in a team if there is a group of students involved in one project.

2. Course Main Objective

The goal of the course is to apply the concepts discussed throughout the program subjects through a practical project. The student will focus on writing three reports: Project Proposal,

Project Mid-report and Project Final report. Reports are marked by the course instructor along with other factors that construct the total mark.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge and Understanding	
1.1	Outline technical and scientific knowledge needed	K.3
1.2	Recognize the existence of a problem	K.4
1.3		
1.4		
2	Skills:	
2.1	Design expected solutions by using programming language and coding	S.2
2.2	Analyze the code quality by execute testing	S.4
2.3		
2.4		
3	Values:	
3.1	Demonstrate professional skills to analyze and design application.	V.1
3.2	Illustrate practical ability to work independently and in a team to solve problems related to the analysis and design of application.	V.2
3.3	Demonstrate how to develop an application	V.3

C. Course Content (Up to 9 topics)

No	List of Topics	Contact Hours
1	Introduction to Project Management	1.33
2	Project Management Tools and Techniques	1.33
3	Skills in Project Management	1.33
4	The Project Management and Information Technology Context	1.33
5	Project Phases and the Project Life Cycle	1.33
6	Recent Trends Affecting Information Technology Project Management	1.33
7	The Project Management Process Groups	1.33
8	The Project Management Process Groups: Case Study 1	1.33
9	The Project Management Process Groups: Case Study 2	1.33
Total		12

D. Teaching and Assessment

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

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge and Understanding		
1.1	Outline technical and scientific knowledge needed	Textbook reading Online lecture Discussions	Quiz 1 - 5 Forum Final project
1.2	Recognize the existence of a problem	Online lecture Laboratory exercise	Assignment
2.0	Skills		

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
2.1	Design expected solutions by using programming language and coding	Textbook reading Online lecture Discussions	Assignment
2.2	Analyze the code quality by execute testing	Online lecture Laboratory exercise	Quiz 1 – 5 Assignment Final project
3.0	Values		
3.1	Demonstrate professional skills to analyze and design application.	Class discussions Class exercise Laboratory exercise	Quiz 1 – 5 Assignment Final project
3.2	Illustrate practical ability to work independently and in a team to solve problems related to the analysis and design of application.	Laboratory exercise	Final project
3.3	Demonstrate how to develop an application	Class exercise Laboratory exercise	Assignment Final project

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quizzes	2, 3, 5, 7, 9	20%
2	Assignment	7	6%
3	Forum	8	4%
4	Final project	10	70%

*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 :

- The faculty members are required to display at the front of their office a schedule dividing into lecture hours and office hours.
- The office hours are available for individual student's consultation and counselling, which is on average 30-45 minutes per course per day.
- Beside each faculty member provides counseling to their students, there are also other sources of counseling to students. These are college admission office and counsel and alumni office.

F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	Information Technology Project Management, Schwalbe, K., 2013, Cengage Learning
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Essential References Materials	Recorded Lectures
Electronic Materials	https://www.programiz.com/
Other Learning Materials	lms.kau.edu.sa

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Blackboard system
Technology Resources (AV, data show, Smart Board, software, etc.)	- Personal computers for the instructor and students - Internet connection
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	Not applicable

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Teaching and assessment	Students, Coordinator	Course report form, university survey
Achievement of course learning outcomes	Students	University survey
Quality of learning resources	Students, faculty	University survey

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	



Program Specification

Program Name: Application Development
Qualification Level: General Associate Diploma
Department: Computer and Information Technology
College: The Applied College
Institution: King Abdulaziz University

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A. Program Identification and General Information

1. Program Main Location:		
The Applied College, King Abdulaziz University, Jeddah		
2. Branches Offering the Program:		
NA		
3. Reasons for Establishing the Program: (Economic, social, cultural, and technological reasons, and national needs and development, etc.)		
1. The application development program ensures that students are equipped with practical, job-ready skills upon graduation.. 2. Application development programs provide hands-on learning experiences that are crucial for applied students. 3. The program can provide students with practical experience in coding, design, and problem-solving, making them more employable..		
4. Total Credit Hours for Completing the Program: (31 credit hours)		
5. Professional Occupations/Jobs:		
Mobile Application Developer Web Developer Full-Stack Developer		
6. Major Tracks/Pathways (if any):		
Major track/pathway	Credit hours (For each track)	Professional Occupations/Jobs (For each track)
1.		
2.		
3. NA		
4.		
7. Intermediate Exit Points/Awarded Degree (if any):		
Intermediate exit points/awarded degree	Credit hours	
1.		
2. NA		
3.		

B. Mission, Goals, and Learning Outcomes

1. Program Mission:

The mission of this program is to equip student with the knowledge, skills, and practical experience necessary to thrive in today's tech-driven world. Program is designed to empower students to create innovative and impactful applications that meet the needs of today's users.

2. Program Goals:

1. Master HTML, CSS, and JavaScript to build dynamic application that captivate users and enhance your coding prowess.
2. Gain the skills to create engaging applications that meet the demands of today's on-the-go lifestyle, putting student ahead in a competitive market.
3. Learn the principles of user experience design to craft intuitive interfaces that not only look good but also provide unparalleled functionality and satisfaction for users.
4. With hands-on projects, turn concepts into fully functional applications, ensuring student leave with a portfolio that impresses potential employers.
5. Equip students with in-demand skills that elevate their career prospects and open doors to exciting job opportunities in tech.
6. Develop mobile apps that work seamlessly across devices.

3. Relationship between Program Mission and Goals and the Mission and Goals of the Institution/College.

Programs for application development are founded on the college's mission statement, which emphasized the importance of professional growth in fostering an informed populace. Students who complete this curriculum will have the professional abilities required to meet global standards. The need of upholding standards like those established by the NCAA is emphasized, along with faculty goals for the highest caliber of instruction. Developing leading, innovative, creative, and outstanding entrepreneurs is one of Applied College's main goals. This objective is supported by the program's links to standard professional qualifications and industry standards.

4. Graduate Attributes:

1. Graduates possess a solid foundation in programming languages, frameworks, and tools.
2. Equipped with strong interpersonal skills, graduates thrive in team environments.
3. With a focus on creating intuitive user experiences, graduates prioritize usability in their development process.
4. Graduates equipped with strong problem-solving skills, enabling them to tackle complex challenges with confidence and creativity.

5. Program learning Outcomes*

Knowledge and Understanding

K1	Gain a deep understanding of application development principles, enabling you to design and build effective software solutions.
K2	Develop critical thinking skills to analyze challenges and create innovative solutions tailored to user needs.
K3	Acquire essential knowledge in coding languages, frameworks, and tools that are in high demand by employers, ensuring you're equipped to thrive in the tech industry.
K4	Understand the principles of UX and UI design for applications.
K5	Utilize popular front-end frameworks to build efficient and scalable applications.

Skills

S1	Ability to design applications that are easy to use and meet user needs.
S2	Proficiency in programming languages and coding best practices.
S3	Gain a deep understanding of application development methodologies, allowing you to effectively plan, develop, and deploy projects with confidence..
S4	Ability to design and execute tests to ensure code quality.

Values

V1	Ability to think outside the box and generate innovative solutions
V2	Ability to work effectively with others to achieve common goals.
V3	Gain a comprehensive understanding of application development principles, empowering you to tackle any project with confidence and expertise.

* Add a table for each track and exit Point (if any)

C. Curriculum

1. Curriculum Structure

Program Structure	Required/ Elective	No. of courses	Credit Hours	Percentage
Institution Requirements	Required	None		
	Elective	None		
College Requirements	Required	1	4	
	Elective	0		
Program Requirements	Required	8	24	
	Elective	0		
Capstone Course/Project		0	0	
Field Experience/ Internship		1	3	
Others				
Total			31	

* Add a table for each track (if any)

2. Program Study Plan

Level	Course Code	Course Title	Required or Elective	Pre-Requisite Courses	Credit Hours	Type of requirements (Institution, College or Department)
Level 1	ACE 101	Intensive English I	Required	NA	4	College
	ACIT 100	Computer Applications	Required	NA	3	Department
	ACIT 113	Mobile App Development 1	Required	NA	3	Department
	ACIT 124	System Analysis and Design	Required	NA	3	Department
	ACIT 156	User Interface Design	Required	NA	3	Department
Level 2	ACIT 114	Mobile App Development 2	Required	ACIT 113	3	Department
	ACIT 115	Desktop App Development	Required	ACIT 113	3	Department
	ACIT 121	Database Systems	Required	NA	3	Department
	ACIT 157	User Experience	Required	ACIT 156	3	Department
	ACIT 192	Project	Required	ACIT 113, ACIT 124, ACIT 156	3	Department

* Include additional levels if needed

** Add a table for each track (if any)

3. Course Specifications

Insert hyperlink for all course specifications using NCAAA template

<https://cit.kau.edu.sa/Pages-%D9%85%D8%AF%D9%8A%D8%B1.aspx>

4. Program learning Outcomes Mapping Matrix

Align the program learning outcomes with program courses, according to the following desired levels of performance (I = Introduced P = Practiced M = Mastered)

Course code & No.	Program Learning Outcomes												
	Knowledge and understanding					Skills					Values		
	K1	K2	K3	K4	K5	S1	S2	S3	S4		V1	V2	V3
ACE 101		I	I			I	I			I	I	I	I
ACIT 100			I	I		P	I		I		I	I	I

Course code & No.	Program Learning Outcomes													
	Knowledge and understanding					Skills					Values			
	K1	K2	K3	K4	K5	S1	S2	S3	S4		V1	V2	V3	
ACIT 113	I	I			I	I			I		I		I	
ACIT 114	I		I		I	I			I		I	I		
ACIT 115			I	I		I	I	P			I	I	P	
ACIT 121	I	I	P				I		I				I	
ACIT 124			I	I			I		I		I	I	P	
ACIT 156		I		I			I		I			I	I	
ACIT 157	I	I	P				I		I				I	
ACIT 192			I	I			I		I		I	I	P	

5. Teaching and learning strategies to achieve program learning outcomes

Describe policies, teaching and learning strategies, learning experience, and learning activities, including curricular and extra-curricular activities, to achieve the program learning outcomes.

- Blended learning
- Collaborative learning with peers and technology
- Interactive learning by class discussion or using Blackboard forum
- Problem-Based Learning engages students in the process of problem solving
- Brainstorming where students participate to presents their ideas or views

6. Assessment Methods for program learning outcomes.

Describe assessment methods (Direct and Indirect) that can be used to measure achievement of program learning outcomes in every domain of learning.

- Homework assignments, Quizzes. Term exam, Final exam
- Class presentation, Lab work, Projects.
- Evaluation of group reports and individual contribution within the group
- University survey

D. Student Admission and Support:

1. Student Admission Requirements

As per the university policy

2. Guidance and Orientation Programs for New Students

- Faculty members are assigned advisors to help students understand the program requirements and registration process.
- Students get some guidance and advice through the university website
- Each faculty member posts office hours on his door for student's guidance.
- Career days are conducted where faculty, administrators and employers are invited to advise students.

3. Student Counseling Services

(academic, career, psychological and social)

- Career days are conducted where faculty, administrators and employers are invited to advise students.
- Faculty members are assigned advisors to help students understand the program requirements and registration process.

4. Special Support

(low achievers, disabled, gifted and talented)

- Academic counselors directed to discuss and facilitate students' obstacles with the help from the management and staff.
- Periodical session used to be organized for low achievers to discuss, analyze, control and solve the reason/s.
- The faculty's management used to reward (*in different means*) the talented and the superior student during periodical semester gathering function/s.

E. Teaching and Administrative Staff

1. Needed Teaching and Administrative Staff

Academic Rank	Specialty		Special Requirements / Skills (if any)	Required Numbers		
	General	Specific		M	F	T
Professors	1			1	1	
Associate Professors	1	1			2	
Assistant Professors	1	1			2	
Lecturers		4				
Teaching Assistants		1				
Technicians and Laboratory Assistants		2			2	
Administrative and Supportive Staff		1			1	
Others (specify)						

2. Professional Development

2.1 Orientation of New Teaching Staff

Describe briefly the process used for orientation of new, visiting and part-time teaching staff

- Conducting awareness workshop for the new faculty members
- Using a faculty handbook that introduces all university rules and regulations.
- All new faculty are assigned a mentor (an experienced member of faculty in the department) as an advisor for their first year of employment.

2.2 Professional Development for Teaching Staff

Describe briefly the plan and arrangements for academic and professional development of teaching staff (e.g., teaching & learning strategies, learning outcomes assessment, professional development, etc.)

- Workshops for various aspects of academic development are conducted frequently over the academic year
- Peer consultation in teaching is conducted over the academic year for the faculty upon their own request.

F. Learning Resources, Facilities, and Equipment

1. Learning Resources.

Mechanism for providing and quality assurance of learning resources (textbooks, references and other resource materials, including electronic and web-based resources, etc.)

- Assigning textbooks through a textbook committee after reviewing the appropriateness of the material by concerned faculty and approval in the departmental and higher academic councils
- Posting courses on the e-learning management system.

2. Facilities and Equipment (Library, laboratories, medical facilities, classrooms, etc.) • Three general computer labs consist of 20 to 25 high-end personal computers. • The faculty through the university administration has provided the faculty members' and students access to the international databases of journals, papers, and books for updated information which could be useful to enhance the teaching and research.
3. Arrangements to Maintain a Healthy and Safe Environment (According to the nature of the program) • Using communication during studying, brainstorming, gathering, etc. This supports the regulation during any sudden situations such as: pandemics. • Using course curriculum and advices to avoid electrical and electronic devices and tools & hazardous color solvents during studio works. This will include advices to keep ACs, ventilators and refresh the air during long e-sessions. • Cisco security system is put in place to mitigate a number of risks

G. Program Management and Regulations

1. Program Management 1.1 Program Structure (including boards, councils, units, committees, etc.) • Programs are reviewed by advisory committee from the industry • A departmental committee is formed to look into the recommendations of the committee and to make a final proposal • The revised program is discussed in the departmental council before approval.
1.2 Stakeholders Involvement Describe the representation and involvement of stakeholders in the program planning and development. (students, professional bodies, scientific societies, alumni, employers, etc.) • Departmental academic committee • Advisory committee from the industry • Departmental council.
2. Program Regulations Provide a list of related program regulations, including their link to online version: admission, study and exams, recruitment, appeals and complaint regulations, etc.) All rules, regulations and requirements are available on university website https://fas.kau.edu.sa/Default-156-EN

H. Program Quality Assurance

1. Program Quality Assurance System Provide online link to quality assurance manual https://dqaa.kau.edu.sa/Default-723-EN
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2. Program Quality Monitoring Procedures
• Graduating students surveys and interviews • Alumni surveys • Establishing an internet open forum and social media (facebook, twitter and youtube) to get student feedback
3. Arrangements to Monitor Quality of Courses Taught by other Departments.
NA
4. Arrangements Used to Ensure the Consistency between Main Campus and Branches (including male and female sections)
Assign courses' coordinators to have consistency between male and female campus.
5. Arrangements to Apply the Institutional Regulations Governing the Educational and Research Partnerships (if any).
Attend short courses organized by Deanship of scientific research
6. Assessment Plan for Program Learning Outcomes (PLOs), and Mechanisms of Using its Results in the Development Processes
• Chairman reviews • Faculty self reports in course reports • Student Course evaluation

7. Program Evaluation Matrix

Evaluation Areas/Aspects	Evaluation Sources/References	Evaluation Methods	Evaluation Time
Effectiveness of teaching & assessment	Students, graduates, alumni	Surveys, Professional Certification	End of semester
Leadership	faculty, Coordinators	Surveys	End of semester

Evaluation Areas/Aspects (e.g., leadership, effectiveness of teaching & assessment, learning resources, partnerships, etc.)

Evaluation Sources (students, graduates, alumni, faculty, program leaders, administrative staff, employers, independent reviewers, and others (specify))

Evaluation Methods (e.g., Surveys, interviews, visits, etc.)

Evaluation Time (e.g., beginning of semesters, end of academic year, etc.)

8. Program KPIs*

The period to achieve the target (.....) year.

No	KPIs Code	KPIs	Target	Measurement Methods	Measurement Time
1	1.1	Average number of students per class	10	Online Registration	End of each semester
2	2.1	Student evaluation of library services	90%	KAU Survey	End of each semester
3	3.1	Completion rate for students in the program	100%	Final result	End of academic year
4	3.2	Proportion of students (available for employment) who are employed within six months of graduation	50%	Surveys	End of academic year

No	KPIs Code	KPIs	Target	Measurement Methods	Measurement Time
5	3.3	Students overall evaluation on the quality of their learning experiences using the number of students passed the professional certifications	10	Number of Certification student obtained	End of each semester
6	3.4	Proportion of courses in which student evaluations were conducted during the year.	100%	Success and Fail Results	End of each semester
7	3.5	Ratio of students to teaching staff	3/1	Department's reports	End of academic year
8	3.6	Proportion of teaching staff with verified doctoral qualifications	80%	Department's reports	End of academic year
9	3.7	Average teaching load for faculty member	~ 9Hours	Department's reports	End of academic year
10	3.8	Average e-Office Hours for Faculty members	~ 6Hours	Department's reports	End of each semester
11	3.9	Proportion of students who successfully complete the program in the academic year.	90%	Success and Fail Results	End of academic year
12	3.10	Rate of trainer satisfaction of the student abilities	80%	Final Project course reports	End of academic year
13	3.11	Rate of students' satisfaction of the field experience training.	80%	Final Project course reports	End of academic year
14	4.1	Ratio of papers publications in the previous year per teaching staff members	60%	Survey	End of academic year
15	4.2	Number of cited papers in refereed journals of teaching staff in the previous three years	3	Survey	End of academic year
16	4.3	Proportion of each staff with at least one refereed publication during the previous academic year.	60%	Survey	End of academic year
17	5.1	Proportion of teaching staff participating in professional development activities during the academic year.	85%	Survey	End of academic year
18	5.2	Overall satisfaction of faculty and students on	70%	Survey	End of academic year

No	KPIs Code	KPIs	Target	Measurement Methods	Measurement Time
		the program's working environment			
19	6.1	Number of community courses provided	1	Department's reports	End of academic year

* including KPIs required by NCAAA

I. Specification Approval Data

Council / Committee	CIT Department Council
Reference No.	
Date	