MODULE 3	I.T. IN SOCIETY			
CREDIT POINTS	10			
STATUS	Core			
ASSESSMENT	Continuous Assessment		60%	
	Examination		40%	
TOTAL CONTACT HOURS: 72				
Lecture: 48		Practical:		
Tutorial: 24		Other:		
TOTAL STUDENT EFFORT: 200				

Aims

This module shows you the issues that need to be considered when an organisation undertakes an information systems development. It introduces you to the basic principles of word processing and presentation software to enable you to communicate an evaluation of information technology solutions. You will also learn of the role of I.T. in society and the responsibilities that you will have in order to practice ethical computing.

Learning Outcomes

Upon successful completion of this module, you should be able to:

- 1. explain the development of commercial computing and the relationship between data, information and knowledge
- 2. discuss the emergence of e-Commerce and the resulting technologies
- 3. analyse the differences, similarities and tensions between electronic and traditional commerce
- 4. explain the characteristics of decision making and the information needs to support decisions at the various levels though an organisation
- 5. analyse the contribution of e-Business technologies to strategic objectives
- 6. demonstrate competent skills in the use of e-Business technology
- 7. prepare and deliver a presentation using word processing and presentation software
- 8. demonstrate an understanding of ethical issues in the I.T. industry

Indicative Content

Topic	Description		
Introduction and motivation	The history of commercial information systems to the present day Introduction to the emergence of internet and mobile technologies		
Traditional and electronic commerce	Contrast traditional and e-Commerce modes of trade and the matches and mismatches with strategic objectives of the organisation e-Commerce sectors Issues with website development		
Communication skills	Assignment and report writing using word processing software Oral communication issues and the use of presentation software		
Decision making paradigms	 Decision making processes (intelligence, design, choice, implementation) (problem identification and diagnosis, identification of alternatives, evaluation, choice. implementation, evaluation) The different decision making levels in modern organisations (structures, semi-structured and unstructured levels) and the requirements and constraints that places on information systems solutions providers. 		
Information systems types	Overview of Business Intelligence issues and their development away from reliance on simple transaction recording systems to becoming closely integrated with business strategy.		
eBusiness strategy	Identify criteria for assessing e-Commerce interfaces between organisations and customers and users Issues affecting the progression of prospects/site visitors to customers of an organisation		
Ethical issues in computing	Codes of ethics: privacy; free speech; risks and abuse Intellectual property / piracy		
Presentation skills	Plan, prepare, structure a short presentation Report writing and the value of effective presentation Use of verbal and non-verbal communication		