MODULE DESCRIPTION FORM

Module Information			
Module Title	**Computer Organization**	**Module Delivery**	
Module Type	Core	☒ Lecture ☒ Practical	
Module Code	**IT103**		
ECTS Credits	**6**		
SWL (hr/sem)	**150**		
Module Level	UG1	**Semester of Delivery**	1
Administering Department	Information Technology	**College**	College of Science
Module Leader	Makki Hussein Abdel Rahim	**e-mail**	maky.h@uowa.edu.iq
Module Leader's Acad. Title	Lecturer	**Module Leader's Qualification**	PhD
Module Tutor	Makki Hussein Abdel Rahim	**e-mail**	maky.h@uowa.edu.iq
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Scientific Committee Approval Date	2024-11-01	**Version Number**	1.0

Relation with other Modules			
Prerequisite module	-	**Semester**	-
Co-requisites module	-	**Semester**	-

Department Head Approval   **Dean of the College Approval**

Module Aims, Learning Outcomes and Indicative Contents	
Module Objectives	1. Equip students with a fundamental understanding of different computer types, including their structure and hardware components. 2. Foster an understanding of the functionality and operation of various input/output devices. 3. Provide in-depth knowledge about computer memory structures, including ROM, RAM, virtual memory, and cache memory. 4. Facilitate understanding of various storage options, their properties, and disk partitioning techniques. 5. Impart a comprehensive understanding of operating systems, their types, functionalities, and history.
Module Learning Outcomes	1. Identify and distinguish between different types of computers and their associated hardware components. 2. Understand and describe the functionality of various input/output devices. 3. Demonstrate knowledge about different memory types, their functions, and hierarchy. 4. Understand and explain various data storage options, including HDDs, SSDs, and the concept of disk partitioning. 5. Analyze and compare various operating systems, describing their functions, types, and historical developments.
Indicative Contents	1. Introduction to Computers: Definitions and types of computers, including supercomputers, server computers, workstation computers, personal computers, and microcontrollers. 2. Computer Hardware: Detailed analysis of hardware components such as input/output units, memory units, CPUs, motherboards, expansion cards, and power supply units. 3. Input Devices: In-depth study of devices like keyboards, mice, scanners, barcode and QR code scanners, and speech recognition technology. 4. Output Devices: Exploration of devices such as speakers, printers (laser and inkjet), and monitors, including resolution, color depth, and refresh rates. 5. Memory: Examination of ROM, RAM, virtual memory, CPU cache, and the hierarchy of memory. 6. Storage: Detailed look at HDDs, SSDs, disk partitioning techniques, file systems, and related tasks. 7. Operating Systems: Study of the functions and types of operating systems, with examples and history of UNIX, MacOS, Linux, and Microsoft Windows.

Learning and Teaching Strategies

Strategies	The learning and teaching strategies for studying the database subject in an IT department involve a balanced approach of theoretical understanding and practical 3 application. Lectures, interactive discussions, and case studies provide the necessary theoretical foundation. Practical exercises, group work, and projects enable hands-on experience with database management systems. Workshops, demos, and industry examples offer real-world insights. Online resources, assessments, and feedback aid in reinforcing learning. Virtual labs and continuous learning emphasize practical skills development and staying updated with industry trends. These strategies ensure a comprehensive understanding of databases and their relevance in the IT field.

Student Workload (SWL)

Structured SWL (h/sem)	60	Structured SWL (h/w)	5
Unstructured SWL (h/sem)	87	Unstructured SWL (h/w)	6
Total SWL (h/sem)		147 + 3 (Final Exam) = 150	

Module Evaluation

		Time/Number	Weight (Marks)	Week Due	Relevant Learning Outcome
Formative assessment	**Quizzes**	2	10% (10)	5, 10	1,2,3,4
	Assignments	4	10% (10)	3,5,9,11	3-12
	Report	4	10% (10)	2,4,6,8	1,2,3,4,5
	Lab	10	10% (10)	All Weeks	3-12
Summative assessment	**Midterm Exam**	2hr	10% (10)	7	
	Final Exam	3hr	50% (50)	16	
Total assessment			100% (100 Marks)		

Delivery Plan (Weekly Syllabus)

	Material Covered
Week 1	Introduction to Computers: What is a Computer, Types of Computers (Supercomputer, Server Computer, Workstation Computer, Personal Computer or PC, Microcontroller.
Week 2	Introduction to Computer Hardware (Input Unit and Output Unit (I/O), Memory Unit, CPU, Motherboard
Week 3	More on Computer Hardware (Expansion Cards, Power Supply)
Week 4	Input Devices (Keyboard, Pointing Devices including Mouse, Trackball, Touchpad/Pointing Stick, Touch Screen, Stylus)
Week 5	More Input Devices (Scanners, Bar-code and QR Code Scanners, Microphone, Speech Recognition)
Week 6	Output Devices (Sound and Speakers, Printers including Laser and Inkjet)
Week 7	Output Devices (Sound and Speakers, Printers including Laser and Inkjet)
Week 8	More on Output Devices (Monitors, including an understanding of Resolution, Color Depth, Refresh Rate, Difference between CRT, LCD, OLED)
Week 9	Memory (ROM, RAM, Virtual Memory, CPU Cache (Cache Memory), Memory Hierarchy)
Week 10	Storage (Hard Disk Drive (HDD), HDD Geometry, HDD Logical Blocks)
Week 11	More on Storage (Solid State Disk (SSD), SSD Controller, Disk Partitioning including MBR. Partitioning and GPT, File Systems and Typical Tasks for File Systems)
Week 12	Introduction to Operating Systems, Functions of OS, OS Types (Batch, Single-Tasking and Multitasking, Single- and Multi-User, Real Time OS, Distributed Operating System, Mobile OS
Week 13	More on Operating Systems (OS Examples and History: UNIX and UNIX-like Operating Systems, BSD and its Descendants, MacOS, Linux Family)
Week 14	More on Operating Systems (Linux, Mac OS)
Week 15	Preparatory week before the final Exam

Delivery Plan (Weekly Lab. Syllabus)

	Material Covered
Week 1	Introduction to computer architecture and organization.
Week 2	Understand BIOS' role in booting the laptop and finding out the laptop model number.
Week 3	Explore how to change the boot device.
Week 4	Explore the importance of having a healthy chair and desk to work on a laptop or a PC
Week 5	Explore the importance of learning to type correctly.
Week 6	Introduction to computer components (CPU, Motherboard, RAM, HDD, Power supply, Case, Graphic card, Sound card, monitor, keyboard, mouse, speaker).
Week 7	Have practical experience with assembling and disassembling PC components.
Week 8	Explore Windows sandbox feature.
Week 9	Explore Oracle virtual box and Hyper-V.
Week 10	Download Windows ISO file and create a bootable flash disk using Rufus.

Week 11	Explore computer management and local users and groups.
Week 12	Explore Task scheduler, Event viewer, Services, Disk management, and Device manager.
Week 13	Learn about Windows users and groups and file permissions.
Week 14	Explore Task manager and startup programs.
Week 15	Explore disk encryption

Learning and Teaching Resources

	Text	Available in the Library?
Required Texts		No
Recommended Texts	"Computer Organization and Architecture" by William Stallings	No
Websites	https://www.tutorialspoint.com/basics_of_computer_science/index.htm	

Grading Scheme

Group	Grade	Marks	Marks %	Definition
Success Group (50 - 100)	**A -** Excellent	Excellent	90 - 100	Outstanding Performance
	B - Very Good	Very Good	80 - 89	Above average with some errors
	C - Good	Good	70 - 79	Sound work with notable errors
	D - Satisfactory	Fair / Average	60 - 69	Fair but with major shortcomings
	E - Sufficient	Pass / Acceptable	50 - 59	Work meets minimum criteria
Fail Group (0 – 49)	**FX –** Fail	Fail (Pending)	(45-49)	More work required but credit awarded
	F – Fail	Fail	(0-44)	Considerable amount of work required

Note: Marks Decimal places above or below 0.5 will be rounded to the higher or lower full mark (for example a mark of 54.5 will be rounded to 55, whereas a mark of 54.4 will be rounded to 54. The University has a policy NOT to condone "near-pass fails" so the only adjustment to marks awarded by the original marker(s) will be the automatic rounding outlined above.