



**Course Description/ Prince Al Hussein bin Abdullah II Faculty of Information Technology**

**Department of: Information Systems**

**1. Instructor/ Coordinator**

Name:	Dr.Wafa Alsharafat
Office Hours:	11:30 - 12 :30 Sunday, Monday
Office No. and Phone:	026297000 ext (3383)
Email:	wafa@aabu.edu.jo
Teaching Assistant (if any):	

**2. Course Information**

Level: 2	Course Title: Principles of Information Systems	Course No.: 904233
Class Time:10:00– 11:30, 11:30 -13:00	Prerequisite / Co-requisite:	Course Type: Theoretical
Study Hours: 3	Semester: Second	Academic Year : 2021/2022

Type of teaching:  Face to face     Blended ( 2:1  1:1  1:2)     Online

**3. Textbook(s)**

Title	Principles of Information Systems
Author	Ralph Stair and George Reynolds
Publisher	Course Technology
Year	2017
Edition	13 <sup>th</sup> Edition
Textbook Website	<a href="https://faculty.cengage.com/titles/9781305971776">https://faculty.cengage.com/titles/9781305971776</a>

**4. References (books and research published in periodicals or websites)**

1-	Fundamentals of Information Systems, Ralph Stair, 9 <sup>th</sup> edition, Course Technology, 2017.
2-	
3-	

**5. Course Description**

This course is to present a core of Information Systems principles with which every IS student should be familiar, such as: An introduction to information Systems in organizations. Hardware and Software: systems and application software. Database systems and business intelligence. Telecommunication, the internet, intranets, and extranets .Electronic and mobile commerce and expert systems, and information and decision support systems.

### 6. Course Outcomes (CO's)

Upon successful completion of the course, student will be able to: (Use Bloom's Taxonomy Verbs)

CO#		SO
1.	Understand the basic concepts of information technology and its impact locally and globally on individuals, organizations and society	2
2.	Explains the main role of utilizing information technology to different life fields, which will eventually provide quality services and competitive advantage.	2
3.	Understand computers work, their hardware, software, Database and networks .	2
4.	Contribute significantly to the community as a part of a team or individually with accountable, legal, ethical, and responsible practices.	5

### 7. Course Contents

Week #	Topic	Chapter
1+2	<b>Introduction to Information System</b> <ul style="list-style-type: none"> <li>• Information Concepts</li> <li>• System and Modeling Concepts</li> <li>• Systems - What is IS</li> <li>• Business IS</li> <li>• System Development</li> <li>• IS in Society, Business and Industry</li> </ul>	1
3-6	<b>Information Systems in organizations</b> <ul style="list-style-type: none"> <li>• Organizations and IS</li> <li>• Competitive advantage</li> <li>• Performance-Based IS</li> </ul>	2
6	<ul style="list-style-type: none"> <li>• <b>Midterm Exam</b></li> </ul>	
7 - 9	<b>Hardware: Input, processing and output devices</b> <ul style="list-style-type: none"> <li>• Computer System: Integrating the Power of Technology</li> <li>• Processing and memory Devices</li> <li>• Secondary Storage -Input and Output Devices.</li> </ul> Process	3
10 - 12	<b>Software: Systems and application software</b> <ul style="list-style-type: none"> <li>• An Overview of Software</li> <li>• System Software - Application Software</li> <li>• Programming Languages.</li> </ul> Software Issues and trends	4
13 – 15	<b>Organizing data and information</b> <ul style="list-style-type: none"> <li>• Data Management</li> <li>• Data Modeling and the Relational Database Model</li> <li>• DBMS - DB Application - Personnel</li> </ul>	5
16	<b>Final Exam</b>	

## 8. Teaching and learning Strategies and Evaluation Methods

	<b>Evaluation /Measurement Method (Exam/ presentations/ discussion/ assignments</b>	<b>Learning Activities</b>	<b>Teaching Strategies</b>	<b>Learning Outcomes</b>
<b>1.</b>	In class Questions, Presentation, Quizzes, Exam	<ul style="list-style-type: none"> <li>• Shared and Reciprocal questioning</li> <li>• Targeted Exercises</li> <li>• Group discussion assessments</li> </ul>	<ul style="list-style-type: none"> <li>• Active learning</li> <li>• Differentiated instruction</li> <li>• Personalized learning</li> <li>• Convergent and divergent thinking</li> <li>• Problem-based learning</li> <li>• Media literacy Summative assessment</li> </ul>	Communicate effectively in a variety of professional contexts.
<b>2.</b>	In class Questions, Presentation, Quizzes, Exam	<ul style="list-style-type: none"> <li>• Case studies</li> <li>• Reflection and Goal-Setting Exercises</li> <li>• Group discussion</li> <li>• Media content assessments</li> </ul>	<ul style="list-style-type: none"> <li>• Inquiry-based learning</li> <li>• Problem-based learning</li> <li>• Media literacy</li> <li>• Summative assessment</li> <li>•</li> </ul>	Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
<b>3.</b>	In class Questions, Presentation, Participate in class Discussion, Doing quizzes.	<ul style="list-style-type: none"> <li>• Case studies</li> <li>• Group discussion</li> <li>• Online media content</li> <li>• Team Project assessments</li> </ul>	<ul style="list-style-type: none"> <li>• Project-based learning</li> <li>• Peer teaching</li> <li>• Problem-based learning</li> <li>• Media literacy</li> </ul>	Support the delivery, use, and management of information systems within an information systems environment.

## 9. Assessment

<b>Distribution of grades</b>	<b>Assessment Time</b>	<b>Methods Used</b>
30	Up to 11/12/2022	Midterm
20	During semester	Couse Work (Quizzes, Assignments, Active Participation)
50	Up to 29/1/2023	Final Exam

**7. Program Educational Objectives (PEOs)  
(To be added by the academic department)**

1.	Analyze complex computing problems, apply information systems principles, identify adequate solutions, and make informed decisions.
2.	Communicate and function effectively in a variety of professional organizational contexts.
3.	Join a successful profession in the fields of computing
4.	Follow-up life-long learning in the course of higher education, research, and professional development
5.	Contribute significantly to the community as a part of a team or individually with accountable, legal, ethical, and responsible practices.

**8. Student Learning Outcomes for the Program. (SO's)**

SO's (1-6)	Science Student Learning Outcomes for the Program
1	Analyze complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2	Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the programs discipline.
3	Communicate effectively in a variety of professional contexts.
4	Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
5	Function effectively as a member or leader of a team engaged in activities appropriate to the programs discipline.
6	Support the delivery, use, and management of information systems within an information systems environment

**9. Mapping between Student Outcomes and Program Educational Objectives**

	SO1	SO2	SO3	SO4	SO5	SO6
PEO1	x	x				x
PEO2	x			x		
PEO3			x		x	
PEO4				x	x	

Prepared by: Dr.Wafa Alsharafat  
Date: October 9<sup>th</sup> 2022