

MODULE HANDBOOK

Bachelor of Science

Bachelor Computer Science (FS-FI-BACS)

180 ECTS

Distance Learning or myStudies

Classification: Undergraduate

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2020-12-01

1. Semester

Introduction to Computer Science

Module Code: DLBCSICS

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Kamal Bhattacharya (Introduction to Computer Science)

Contributing Courses to Module

- Introduction to Computer Science (DLBCSICS01)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Information representation
- Algorithms and data structures
- Propositional logic / Boolean algebra
- Hardware
- Networks and the internet
- Software
- Computer science as a discipline

Learning Outcomes**Introduction to Computer Science**

On successful completion, students will be able to

- understand basic algorithms and data structures.
- apply basic constructs of propositional logic in programming.
- describe the structure of computer hardware systems.
- specify the structure and the main services of the internet.
- discuss professional conduct in computer science.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Introduction to Computer Science

Course Code: DLBCSICS01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

The goal of this course is to provide an introduction to computer science and its main concepts. It covers basic topics such as information representation and an introduction to algorithms and data structures. Propositional logic and Boolean algebra are also introduced, both of which form an important basis in computer science, e.g., for expressing conditions in programming. Furthermore, the course introduces the three main components of computing infrastructures: hardware, networks, and software. Finally, the course covers the meta level by looking at the role of computer science as a discipline as well as ethics and professional conduct.

Course Outcomes

On successful completion, students will be able to

- understand basic algorithms and data structures.
- apply basic constructs of propositional logic in programming.
- describe the structure of computer hardware systems.
- specify the structure and the main services of the internet.
- discuss professional conduct in computer science.

Contents

1. Basic concepts of data processing
 - 1.1 Data, information and messages
 - 1.2 Software, firmware and hardware
 - 1.3 Languages, syntax and semantics
 - 1.4 Historical overview
2. Information representation
 - 2.1 Number representation formats
 - 2.2 Representation of non-numerical information
 - 2.3 Data types
 - 2.4 Redundancy and error tolerance

3. Algorithms and data structures
 - 3.1 Algorithms and flow diagrams
 - 3.2 Simple data structures
 - 3.3 Searching and sorting
 - 3.4 Quality of algorithms (correctness, termination, efficiency/complexity)
4. Propositional logic, Boolean algebra and circuit design
 - 4.1 Propositions and logical conclusions
 - 4.2 Conjunctive and disjunctive normal form
 - 4.3 Digital circuit design
5. Hardware and computer architectures
 - 5.1 Computer types and their architecture
 - 5.2 Processors and memory
 - 5.3 Input and output
 - 5.4 Interfaces and drivers
 - 5.5 High-performance computing
6. Networks and the internet
 - 6.1 Wired and wireless networks and their topologies
 - 6.2 The TCP/IP and the ISO/OSI model
 - 6.3 Internet structure and services
 - 6.4 The internet of things
7. Software
 - 7.1 BIOS and operating systems
 - 7.2 Application software and information systems
 - 7.3 Apps
 - 7.4 Embedded systems
 - 7.5 Software development
8. Computer Science as a discipline
 - 8.1 The role and sub-disciplines of computer science
 - 8.2 Artificial intelligence, data science and computer science
 - 8.3 Ethical aspects of computer science
 - 8.4 The ACM Code of Ethics and Professional Conduct

Literature**Compulsory Reading****Further Reading**

- Dale, N., & Lewis, J. (2020). Computer science illuminated (7th ed.). Jones & Bartlett Learning.
- Downey, A. B., & Mayfield, C. (2020). Think Java: How to think like a computer scientist. O'Reilly.
- Filho, W. F. (2018). Computer science distilled: Learn the art of solving computational problems. Code Energy LLC.
- Petzold, C. (2000). Code: The hidden language of computer hardware and software. Microsoft Press.
- Whittington, J. (2016). A machine made this book: Ten sketches of computer science. Coherent Press.

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSICS01

Introduction to Academic Work

Module Code: DLBCSIAW

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Maya Stagge (Introduction to Academic Work)

Contributing Courses to Module

- Introduction to Academic Work (DLBCSIAW01)

Module Exam Type

Module Exam

Study Format: myStudies
Basic Workbook (passed / not passed)

Study Format: Distance Learning
Basic Workbook (passed / not passed)

Split Exam

Weight of Module

see curriculum

Module Contents

- Scientific Theoretical Foundations and Research Paradigms
- Application of Good Scientific Practice
- Methodology
- Librarianship: Structure, Use, and Literature Management
- Forms of Scientific Work at IUBH

Learning Outcomes**Introduction to Academic Work**

On successful completion, students will be able to

- understand and apply formal criteria of a scientific work.
- distinguish basic research methods and identify criteria of good scientific practice.
- describe central scientific theoretical basics and research paradigms and their effects on scientific research results.
- use literature databases, literature administration programs, and other library structures properly; avoid plagiarism; and apply citation styles correctly.
- apply the evidence criteria to scientific texts.
- define a research topic and derive a structure for scientific texts.
- compile a list of literature, illustrations, tables, and abbreviations for scientific texts.
- understand and distinguish between the different forms of scientific work at IU.

Links to other Modules within the Study Program

This module is similar to other modules in the field of Methods

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the Business & Management field

Introduction to Academic Work

Course Code: DLBCSIAW01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

The application of good scientific practice is one of the basic academic qualifications that should be acquired while studying. This course deals with the distinction between everyday knowledge and science. This requires a deeper understanding of the theory of science, as well as the knowledge of basic research methods and instruments for writing scientific texts. The students therefore gain initial insight into academic research and are introduced to the basic knowledge that will help them in the future to produce scientific papers. In addition, the students receive an overview of the different IU examination forms and insight into their requirements and implementation.

Course Outcomes

On successful completion, students will be able to

- understand and apply formal criteria of a scientific work.
- distinguish basic research methods and identify criteria of good scientific practice.
- describe central scientific theoretical basics and research paradigms and their effects on scientific research results.
- use literature databases, literature administration programs, and other library structures properly; avoid plagiarism; and apply citation styles correctly.
- apply the evidence criteria to scientific texts.
- define a research topic and derive a structure for scientific texts.
- compile a list of literature, illustrations, tables, and abbreviations for scientific texts.
- understand and distinguish between the different forms of scientific work at IU.

Contents

1. Theory of Science
 - 1.1 Introduction to Science and Research
 - 1.2 Research Paradigms
 - 1.3 Fundamental Research Decisions
 - 1.4 Effects of Scientific Paradigms on Research Design

2. Application of Good Scientific Practice
 - 2.1 Research Ethics
 - 2.2 Evidence Teaching
 - 2.3 Data Protection and Affidavit
 - 2.4 Orthography and Shape
 - 2.5 Identification and Delimitation of Topics
 - 2.6 Research Questions and Structure
3. Research Methods
 - 3.1 Empirical Research
 - 3.2 Literature and Reviews
 - 3.3 Quantitative Data Collection
 - 3.4 Qualitative Data Collection
 - 3.5 Mix of Methods
 - 3.6 Critique of Methods and Self-Reflection
4. Librarianship: Structure, Use, and Literature Management
 - 4.1 Plagiarism Prevention
 - 4.2 Database Research
 - 4.3 Literature Administration
 - 4.4 4.4 Citation and Author Guidelines
 - 4.5 4.5 Bibliography
5. Scientific Work at the IU – Research Essay
6. Scientific Work at the IU - Project Report
7. Scientific Work at the IU - Case Study
8. Scientific Work at the IU - Bachelor Thesis
9. Scientific Work at the IU – Oral Assignment
10. Scientific Work at the IU – Oral Project Report
11. Scientific Work at the IU - Colloquium
12. Scientific Work at the IU - Portfolio
13. Scientific Work at the IU - Exam

Literature**Compulsory Reading****Further Reading**

- Bell, J. (2014). Doing your research project. [electronic resource] : a guide for first-time researchers. Berkshire: Open University Press
- Creswell, J. W., & Guetterman, T. C. (2020). Educational research [electronic resource] : planning, conducting, and evaluating quantitative and qualitative research. Harlow, Essex, United Kingdom Pearson Education Limited
- Neuman, W. L. (n.d.). Social Research Methods [electronic resource]: Pearson New International Edition: Qualitative and Quantitative Approaches. Pearson
- Paul Oliver. (2012). Succeeding with Your Literature Review: A Handbook for Students. Open University Press
- Schwaiger, M. [Ed., Taylor, C. R. [Ed., & Sarstedt, M. [Ed. (2011). Measurement and research methods in international marketing. Emerald
- Sonyel Oflazoglu. (2017). Qualitative versus Quantitative Research.
- Taylor, S. J., Bogdan, R., & DeVault, M. L. (2016). Introduction to qualitative research methods [electronic resource]: a guidebook and resource. Hoboken, New Jersey Wiley
- Thornhill, A., Saunders, M., & Lewis, P. (2019). Research methods for business students [electronic resource]. Harlow, England Pearson

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Basic Workbook (passed / not passed)

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Basic Workbook (passed / not passed)

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSIAW01

Mathematics I

Module Code: DLBCSM1

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

N.N. (Mathematics I)

Contributing Courses to Module

- Mathematics I (DLBCSM101)

Module Exam Type

Module Exam

Study Format: Distance Learning
Exam, 90 Minutes

Study Format: myStudies
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Basic definitions and terms of discrete mathematics
- Sets and propositional logic
- Number systems such as decimal and binary systems
- Graphs and mappings
- Selected topics of elementary number theory
- Cryptography

Learning Outcomes**Mathematics I**

On successful completion, students will be able to

- understand basic terms of discrete mathematics as well as describe them and distinguish them from each other.
- understand concepts of number theory and their application in IT and technology and be able to solve tasks independently by applying these concepts.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Methods.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the Business & Management field(s).

Mathematics I

Course Code: DLBCSM101

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Many practical concepts in IT and technology are based on the findings of discrete mathematics. For an in-depth understanding of, for example, data structures, the construction of communication networks, or of solutions to algorithmic problems, a basic understanding of their mathematical background is necessary. This course therefore introduces discrete mathematical terms and concepts, with specific areas of number theory also taught.

Course Outcomes

On successful completion, students will be able to

- understand basic terms of discrete mathematics as well as describe them and distinguish them from each other.
- understand concepts of number theory and their application in IT and technology and be able to solve tasks independently by applying these concepts.

Contents

1. Mathematical Basics
 - 1.1 Basic Concepts
 - 1.2 Proof Techniques
 - 1.3 Finite Sums
2. Sets
 - 2.1 Properties and Calculation Rules for Sets
 - 2.2 Equivalence Relations
3. Propositional Logic
 - 3.1 Statements and Logical Connections
 - 3.2 Truth Tables
 - 3.3 Computational Rules of Propositional Logic
 - 3.4 Simplification of Expressions in Propositional Logic

4. Number Systems
 - 4.1 Decimal System
 - 4.2 Binary System
 - 4.3 Hexadecimal System
5. Mappings
 - 5.1 Mappings and Graphs
 - 5.2 Special Properties of Mappings
6. Basic Algebraic Structures
 - 6.1 Groups
 - 6.2 Rings
 - 6.3 Residual Class Rings
7. Prime Numbers
 - 7.1 Definition and Properties of Prime Numbers
 - 7.2 Prime Number Test
8. Modular Arithmetic
 - 8.1 The Euclidean Algorithm
 - 8.2 Fundamental Theorem of Arithmetic
9. Applications in Cryptography
 - 9.1 The Shift Cryptosystem
 - 9.2 Symmetric vs Asymmetric Cryptosystems
 - 9.3 The RSA Cryptosystem

Literature**Compulsory Reading****Further Reading**

- Rosenthal, D., Rosenthal, D., Rosenthal, P. (2018). A Readable Introduction to Real Mathematics (2nd ed.). Springer.
- Vaudenay, S. (2006). A Classical Introduction to Cryptography (1st ed.). Springer.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input checked="" type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input checked="" type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Object-oriented Programming with Java

Module Code: DLBCSOOPJ

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Damir Ismailovic (Object-oriented Programming with Java)

Contributing Courses to Module

- Object-oriented Programming with Java (DLBCSOOPJ01)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Introduction to the Java language
- Java language constructs
- Introduction to object-oriented system development
- Inheritance
- Object-oriented concepts
- Exception handling
- Interfaces

Learning Outcomes**Object-oriented Programming with Java**

On successful completion, students will be able to

- describe the basic concepts of object-oriented modeling and programming, distinguishing them from one another.
- describe the basic concepts and elements of the Java programming language and have some experience in their use.
- independently create Java programs to solve concrete problems.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Object-oriented Programming with Java

Course Code: DLBCSOOPJ01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Operational information systems are usually planned and programmed to be object-oriented. Therefore, this course teaches the basic skills of object-oriented programming. Theoretical concepts are presented and practiced directly with the programming language Java.

Course Outcomes

On successful completion, students will be able to

- describe the basic concepts of object-oriented modeling and programming, distinguishing them from one another.
- describe the basic concepts and elements of the Java programming language and have some experience in their use.
- independently create Java programs to solve concrete problems.

Contents

1. Introduction to Object-Oriented System Development
 - 1.1 Object Orientation as a Way of Looking at Complex Systems
 - 1.2 The Object as a Basic Concept of Object Orientation
 - 1.3 Phases in the Object-Oriented Development Process
 - 1.4 Basic Principle of Object-Oriented System Development
2. Introduction to Object-Oriented Modeling
 - 2.1 Structuring Problems With Classes
 - 2.2 Identifying Classes
 - 2.3 Attributes as Properties of Classes
 - 2.4 Methods as Functions of Classes
 - 2.5 Associations between Classes
 - 2.6 Unified Modeling Language (UML)

3. Programming Classes in Java
 - 3.1 Introduction to the Java Programming Language
 - 3.2 Basic Elements of a Class in Java
 - 3.3 Attributes in Java
 - 3.4 Methods in Java
 - 3.5 Main Method: Starting Point of a Java Program
4. Java Language Constructs
 - 4.1 Primitive Data Types
 - 4.2 Variables
 - 4.3 Operators and Expressions
 - 4.4 Control Structures
 - 4.5 Packages and Visibility Modifiers .
5. Inheritance
 - 5.1 Modeling and Inheritance in the Class Diagram
 - 5.2 Programming Inheritance in Java
6. Important Object-Oriented Concepts
 - 6.1 Abstract Classes
 - 6.2 Polymorphism
 - 6.3 Static Attributes and Methods
7. Constructors for Generating Objects
 - 7.1 The Standard Constructor
 - 7.2 Overloading Constructors
 - 7.3 Constructors and Inheritance
8. Handling Exceptions with Exceptions
 - 8.1 Typical Scenarios of Exception Handling
 - 8.2 Standard Exceptions in Java
 - 8.3 Defining Your Own Exceptions
9. Programming Interfaces with Interfaces
 - 9.1 Typical Scenarios of Programming Interfaces
 - 9.2 Interfaces as Programming Interfaces in Java

Literature**Compulsory Reading****Further Reading**

- Freeman, E., Robson, E., Bates, B., & Sierra, K. (2014). Head first design patterns (A brain friendly guide). O'Reilly Media.
- Gamma, E., Helm, R., Johnson, R., & Vlissides, J. (1995). Design patterns: Elements of re-usable object-oriented software. Addison-Wesley.
- Liang, Y. D. (2018). Introduction to Java programming and data structures. Pearson Education.
- Liguori, L. & Liguori, P. (2008). Java pocket guide: Instant help for Java. O'Reilly Media.
- Oracle (2017). The Java tutorials. Available online.
- Samoylov, N. (2019). Learn Java 12 programming: A step-by-step guide to learning essential concepts in Java SE 10, 11, and 12. Packt Publishing.
- Weisfeld M. (2019). The object-oriented thought process (5th ed.). Addison-Wesley.

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSOOPJ01

Data structures and Java class library

Module Code: DLBCSDSJCL

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Damir Ismailovic (Data structures and Java class library)

Contributing Courses to Module

- Data structures and Java class library (DLBCSDSJCL01)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Programming style
- Working with objects
- External packages and libraries
- Data structures
- Strings and calendar
- File system and data streams

Learning Outcomes**Data structures and Java class library**

On successful completion, students will be able to

- understand typical data structures and distinguish them from each other.
- independently create solutions in the Java programming language using the data structures.
- understand scenarios and strategies for comparing objects and implement them in Java.
- describe the possible uses and functions of character strings and calendar objects in Java and have experience using them.
- describe the possible uses and functions of streams in Java and have experience using them.

Links to other Modules within the Study Program

This module is similar to other modules in the field of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology fields

Data structures and Java class library

Course Code: DLBCSDSJCL01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Based on the contents of the course "Basics of object-oriented programming with Java", this course deepens the knowledge of object-oriented programming. In particular, data structures, their use cases, and their implementation in the Java language are considered. In addition, strategies and scenarios of object comparisons, the use of functions of the "String" data type, the use of calendar objects, and the use of streams are taught.

Course Outcomes

On successful completion, students will be able to

- understand typical data structures and distinguish them from each other.
- independently create solutions in the Java programming language using the data structures.
- understand scenarios and strategies for comparing objects and implement them in Java.
- describe the possible uses and functions of character strings and calendar objects in Java and have experience using them.
- describe the possible uses and functions of streams in Java and have experience using them.

Contents

1. Programming Style
 - 1.1 Code Documentation
 - 1.2 Code Annotations
 - 1.3 Code Conventions
2. Working with Objects
 - 2.1 String Representation of Objects
 - 2.2 Compare with ==
 - 2.3 Compare with Equals()
 - 2.4 Compare by hashCode()
 - 2.5 compareTo()
 - 2.6 Cloning Objects
3. External Packages and Libraries
 - 3.1 Importing Packages
 - 3.2 The Java Class Library

4. Data Structures
 - 4.1 Arrays
 - 4.2 Collections
 - 4.3 Working with Collections
 - 4.4 Lists
 - 4.5 Quantities (Sets)
 - 4.6 Associative Memory (Maps)
 - 4.7 Stacks (Basement)
 - 4.8 Queues (Snakes)
5. Strings and Calendar
 - 5.1 Strings
 - 5.2 StringBuffer
 - 5.3 Splitting Character Strings
 - 5.4 Date and time
 - 5.5 Calendar
6. File System and Data Streams
 - 6.1 Working with the File System
 - 6.2 Working with Files

Literature

Compulsory Reading

Further Reading

- Bloch, J. (2017). Effective Java (3rd ed.). Addison-Wesley.
- Oracle. (2018a). Java platform standard edition 10 API specification. (Available online).
- Oracle. (2018b). String (Java platform SE 10). (Available online).
- Oracle. (2018c). Date (Java platform SE 10). (Available online).
- Oracle. (2018d). java.io (Java platform SE 10). (Available online).
- Oracle. (2019). The Java language specification: Java SE 11 edition. (Available online).
- Seidl, M. (2015). UML@Classroom: An introduction to object-oriented modeling. Springer.

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Intercultural and Ethical Decision-Making

Module Code: DLBCSIDM

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Jürgen Matthias Seeler (Intercultural and Ethical Decision-Making)

Contributing Courses to Module

- Intercultural and Ethical Decision-Making (DLBCSIDM01)

Module Exam Type

Module Exam

Study Format: myStudies
Written Assessment: Case Study
Study Format: Distance Learning
Written Assessment: Case Study

Split Exam

Weight of Module

see curriculum

Module Contents

- Basics of Intercultural Competence
- Cultural Concepts
- Culture and Ethics
- Implications of Current Ethical Problems in the Area of Interculturality, Ethics, and Diversity
- Intercultural Learning and Working
- Case Studies for Cultural and Ethical Conflicts

Learning Outcomes**Intercultural and Ethical Decision-Making**

On successful completion, students will be able to

- explain the most important terms in the areas of interculturality, diversity, and ethics.
- distinguish different explanatory patterns of culture.
- understand culture at different levels.
- plan processes of intercultural learning and working.
- understand the interdependencies of culture and ethics.
- independently work on a case study on intercultural competence.

Links to other Modules within the Study Program

This module is similar to other modules in the fields of Business Administration & Management

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programs in the Business & Management fields

Intercultural and Ethical Decision-Making

Course Code: DLBCSIDM01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

In this course, students acquire the necessary knowledge to understand intercultural competencies and current developments in the fields of diversity and ethics. Students will understand how to systematically plan and implement learning processes for the development of competences important in these areas. First, important terms are clarified and differentiated from each other, and cultural aspects are explained from different perspectives. In addition, students learn that cultural issues are relevant at different levels, for example, within a state, company, or other group. In this context, students also recognize the connection between ethics and culture with different interdependencies. On the basis of this knowledge, students are then familiarized with the different possibilities and potentials of intercultural and ethical learning and working. Practical cases are used to illustrate the importance of the relationships learned for today's work context in many companies. The students then work on a case study in which the acquired knowledge is systematically applied.

Course Outcomes

On successful completion, students will be able to

- explain the most important terms in the areas of interculturality, diversity, and ethics.
- distinguish different explanatory patterns of culture.
- understand culture at different levels.
- plan processes of intercultural learning and working.
- understand the interdependencies of culture and ethics.
- independently work on a case study on intercultural competence.

Contents

1. Basics of Intercultural and Ethical Competence to Act
 - 1.1 Subject Areas, Terms, and Definitions
 - 1.2 Relevance of Intercultural and Ethical Action
 - 1.3 Intercultural Action - Diversity, Globalization, Ethics
2. Cultural Concepts
 - 2.1 Hofstede's Cultural Dimensions
 - 2.2 Culture Differentiation According to Hall
 - 2.3 Locus of Control Concept to Rotter

3. Culture and Ethics
 - 3.1 Ethics - Basic Terms and Concepts
 - 3.2 Interdependence of Culture and Ethics
 - 3.3 Ethical Concepts in Different Regions of the World
4. Current Topics in the Area of Interculturality, Ethics, and Diversity
 - 4.1 Digital Ethics
 - 4.2 Equality and Equal Opportunities
 - 4.3 Social Diversity
5. Intercultural Learning and Working
 - 5.1 Acculturation
 - 5.2 Learning and Working in Intercultural Groups
 - 5.3 Strategies for Dealing with Cultural Conflicts
6. Case Studies for Cultural and Ethical Conflicts
 - 6.1 Case Study: Interculturality
 - 6.2 Case Study: Diversity
 - 6.3 Case Study: Interculturality and Ethics

Literature**Compulsory Reading****Further Reading**

- Boylan, M. (Eds.). (2014). Business ethics. (2nd ed.). Wiley-Blackwell.
- Thomas, A., Kinast, E. U., Schroll-Machl, S. (Eds.). (2010). Handbook of intercultural communication and cooperation. Basics and areas of application. Vandenhoeck & Ruprecht .

Study Format myStudies

Study Format myStudies	Course Type Case Study
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Written Assessment: Case Study

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Case Study
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Written Assessment: Case Study

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

2. Semester

Mathematics II

Module Code: DLBCSM2

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Leonardo Riccardi (Mathematics II)

Contributing Courses to Module

- Mathematics II (DLBCSM201)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Selected topics of linear algebra
- Selected chapters on graphs and algorithms

Learning Outcomes**Mathematics II**

On successful completion, students will be able to

- understand basic concepts of linear algebra, their interrelations, and their application in IT and technology and be able solve tasks independently using these concepts.
- understand and distinguish the basic concepts and important algorithms for graphs and trees from the field of discrete mathematics as well as their application in IT and technology.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Methods.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the Business & Management field(s).

Mathematics II

Course Code: DLBCSM201

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

This course continues the introduction to topics of discrete mathematics which began in the module "Mathematics Fundamentals I". In this course, the concepts of linear algebra are introduced and knowledge about graphs and algorithms for graphs is deepened. Typical questions of applied computer science are selected, and students are shown how they can be solved with graphs.

Course Outcomes

On successful completion, students will be able to

- understand basic concepts of linear algebra, their interrelations, and their application in IT and technology and be able solve tasks independently using these concepts.
- understand and distinguish the basic concepts and important algorithms for graphs and trees from the field of discrete mathematics as well as their application in IT and technology.

Contents

1. Introduction to Matrices
 - 1.1 Basic Concepts of Matrices
 - 1.2 Addition of Matrices
 - 1.3 Scalar Multiplication and Product
2. Inverting Matrices
 - 2.1 Multiplication of Matrices
 - 2.2 Properties of Matrix Multiplication
 - 2.3 Inverse Matrices
3. Linear Systems of Equations
 - 3.1 Gauss Algorithm
 - 3.2 Example Applications of the Gaussian Algorithm
4. Introduction to Graphs
 - 4.1 Undirected Graphs
 - 4.2 Further Properties of Graphs
 - 4.3 Adjacency Matrix

5. The Problem of the Shortest Routes
 - 5.1 Directional Graph or Digraph
 - 5.2 Weighted Graph
 - 5.3 Dijkstra's Algorithm
6. The Königsberg Bridge Problem
 - 6.1 Routing in Graphs
 - 6.2 Eulerian Graph
 - 6.3 Hierholzer's Algorithm
 - 6.4 The Postman Problem
7. A City Tour Where Each City is Visited Exactly Once.
 - 7.1 Special Graphs
 - 7.2 Hamiltonian Graph
 - 7.3 The Ore and Dirac Condition
 - 7.4 The Problem of the Traveling Salesman
8. Trees
 - 8.1 Properties of Trees
 - 8.2 Root Tree
 - 8.3 Spanning Tree
 - 8.4 Minimal Spanning Tree

Literature**Compulsory Reading****Further Reading**

- Benjamin, A., Chartrand, G., and Zhang, P. (2017). The fascinating world of graph theory. Princeton University Press.
- Erciyes, J. (2021). Discrete mathematics and graph theory: A concise study companion and guide. Princeton University Press.
- Lewis, H., & Zax, R. (2019). Essential discrete mathematics for computer science. Princeton University Press.

Study Format myStudies

Study Format myStudies	Course Type Lecture
----------------------------------	-------------------------------

Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Web Application Development

Module Code: DLBCSWAD

Module Type see curriculum	Admission Requirements DLBCSOOPJ01, DLBCSDSJCL01	Study Level BA	CP 5	Student Workload 150 h
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Semester / Term see curriculum	Duration Minimum 1 semester	Regularly offered in WiSe/SoSe	Language of Instruction English
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Module Coordinator

Prof. Dr. André Hollstein (Web Application Development)

Contributing Courses to Module

- Web Application Development (DLBCSWAD01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Advanced Workbook
Study Format: myStudies
Advanced Workbook

Split Exam

Weight of Module

see curriculum

Module Contents

- Architectural Foundations
- Tools of web development
- HTML
- CSS
- Javascript
- Web application testing and security

Learning Outcomes**Web Application Development**

On successful completion, students will be able to

- identify important elements and describe the structure of current web application architectures.
- write simple static web pages using HTML.
- design simple web pages using CSS.
- store and handle structured information using XML.
- program simple dynamic web content using PHP.

Links to other Modules within the Study Program

This module is similar to other modules in the field of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field.

Web Application Development

Course Code: DLBCSWAD01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	DLBCSOOPJ01, DLBCSDSJCL01

Course Description

This course aims to empower students to program simple web applications using established technologies. At first, they will gain important insights into the typical structure of current web application architectures. Based on that knowledge, the students will learn the hypertext markup language (HTML) to develop simple web pages. Next, they will familiarize themselves with the most important and common elements of the cascading stylesheet (CSS) standard to layout the content written in HTML. To implement simple dynamic web pages, students learn how to use Javascript and exemplary supporting frameworks. This is combined with the use of relevant tools for the development and source code management of web pages. Finally, they will learn the very basics of the web page testing and security.

Course Outcomes

On successful completion, students will be able to

- identify important elements and describe the structure of current web application architectures.
- write simple static web pages using HTML.
- design simple web pages using CSS.
- store and handle structured information using XML.
- program simple dynamic web content using PHP.

Contents

1. Architectural Foundations
 - 1.1 Structure and History of the Internet
 - 1.2 Internet protocols and URIs
 - 1.3 Web application architecture
 - 1.4 Current trends
2. Tools of web development
 - 2.1 Development Tools
 - 2.2 Version management
 - 2.3 Package Manager
 - 2.4 Upload/Deployment

3. Static web pages development
 - 3.1 Fundamentals of HTML5
 - 3.2 Fundamentals of CSS
4. Advanced design techniques
 - 4.1 Responsive web design
 - 4.2 Page layout
 - 4.3 Media queries
 - 4.4 CSS Frameworks (Bootstrap)
5. Web page development with JavaScript
 - 5.1 JavaScript history, ES5/ES6
 - 5.2 JavaScript fundamentals
 - 5.3 Use of JSON
 - 5.4 Common JavaScript Frameworks
6. Web application testing and security
 - 6.1 Testing of web applications
 - 6.2 Basic security concepts and principles

Literature**Compulsory Reading****Further Reading**

- Ferguson, R. (2019). Beginning JavaScript: The ultimate guide to modern JavaScript development (3rd ed.). Apress.
- Sunyaev, A. (2020). Internet computing: Principles of distributed systems and emerging internet based technologies. Springer

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Advanced Workbook

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Advanced Workbook

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Collaborative Work

Module Code: DLBCSCW

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Karin Halbritter (Collaborative Work)

Contributing Courses to Module

- Collaborative Work (DLBCSCW01)

Module Exam Type

Module Exam

Study Format: myStudies

Oral Assignment

Study Format: Distance Learning

Oral Assignment

Split Exam

Weight of Module

see curriculum

Module Contents

- Self-Directed and Collaborative Learning
- Networking and Cooperation
- Performance in (Virtual) Teams
- Communication, Arguments, and Being Convincing
- Potentials for Conflict and Managing Conflicts
- Self-Management and Personal Skills

Learning Outcomes**Collaborative Work**

On successful completion, students will be able to

- design their own learning processes both self-directed and collaborative with analog and digital media.
- initiate face-to-face and virtual cooperation and select suitable methods for shaping collaboration even in an intercultural context and across disciplinary boundaries.
- assess different forms of communication in relation to the goals and requirements of different situations and to reflect on their own communication and argumentation behavior in order to be able to shape conducive collaboration also in an interdisciplinary context.
- recognize social diversity including cultural and professional differences as a value, and to name and apply tools to deal with them constructively.
- explain conflict potentials and the role of emotions in conflicts and to describe the use of systemic methods in the target- and solution-oriented handling of conflicts.
- analyze one's own resources, present methods of self-leadership and self-motivation, and derive appropriate strategies.

Links to other Modules within the Study Program

This module is similar to other modules in the fields of Business Administration & Management

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the Business & Management fields

Collaborative Work

Course Code: DLBCSCW01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

The course supports the students in building up and expanding important interdisciplinary competences for our networked world, and in doing so, students can take advantage of the opportunities for constructive cooperation with others. It presents essential forms and design possibilities of collaborative learning and working, imparts basic knowledge and tools for self-managed, flexible, and creative thinking, learning and acting and familiarizes students with the topics of empathy and emotional intelligence. Students are also encouraged to use the course contents. In this way, they promote their autonomous competence to act and their competence in the interactive application of tools and in interacting in heterogeneous groups.

Course Outcomes

On successful completion, students will be able to

- design their own learning processes both self-directed and collaborative with analog and digital media.
- initiate face-to-face and virtual cooperation and select suitable methods for shaping collaboration even in an intercultural context and across disciplinary boundaries.
- assess different forms of communication in relation to the goals and requirements of different situations and to reflect on their own communication and argumentation behavior in order to be able to shape conducive collaboration also in an interdisciplinary context.
- recognize social diversity including cultural and professional differences as a value, and to name and apply tools to deal with them constructively.
- explain conflict potentials and the role of emotions in conflicts and to describe the use of systemic methods in the target- and solution-oriented handling of conflicts.
- analyze one's own resources, present methods of self-leadership and self-motivation, and derive appropriate strategies.

Contents

1. Learning for a Networked World in a Networked World
 - 1.1 Requirements and Opportunities of the VUCA World
 - 1.2 Learning, Information, and Dealing with Knowledge and Ignorance
 - 1.3 C-Model: Collective – Collaborative – Continuous – Connected
 - 1.4 Checking Your Own Learning Behaviour

2. Networking and Cooperation
 - 2.1 Finding and Winning Suitable Cooperation Partners
 - 2.2 Sustainable Relationships: Digital Interaction and Building Trust
 - 2.3 Collaboration: Organizing Locally and Virtually and Using Media
 - 2.4 Social Learning: Agile, Collaborative, and Mobile Planning of Learning Processes
3. Performance in (Virtual) Teams
 - 3.1 Goals, Roles, Organization and Performance Measurement
 - 3.2 Team Building and Team Flow
 - 3.3 Scrum as a Framework for Agile Project Management
 - 3.4 Design Thinking, Kanban, Planning Poker, Working-in-Progress-Limits & Co
4. Communicate and Convince
 - 4.1 Communication as Social Interaction
 - 4.2 Language, Images, Metaphors, and Stories
 - 4.3 It's the Attitude that Counts: Open, Empathetic, and Appreciative Communication
 - 4.4 Listen Actively - Argue - Convince - Motivate
 - 4.5 Analyze Your Own Conversational and Argumentational Skills
5. Recognize Conflict Potentials - Handle Conflicts - Negotiate Effectively
 - 5.1 Respecting Diversity - Seizing Opportunities
 - 5.2 Developing Empathy for Yourself and Others
 - 5.3 Systemic Work Solutions and Reframing
 - 5.4 Negotiate Constructively: Finding Clear Words - Interests Instead of Positions
6. Realize Your Own Projects
 - 6.1 Set Goals Effectively - Focus - Reflect
 - 6.2 The Agile Use of One's Own Time
 - 6.3 (Self-)Coaching and Inner Team
 - 6.4 Strategies and Methods for Self-Management and Self-Motivation
7. Mobilize Your Resources
 - 7.1 Recognizing Resources - Regulating Emotions
 - 7.2 Reflection and Innovation - Lateral Thinking and Creativity
 - 7.3 Transfer Strength and Willpower: Analyzing and Controlling Condition Factors

Literature**Compulsory Reading****Further Reading**

- Baber, A., Waymon, L., Alphonso, A., & Wylde, J. (2015): Strategic connections. The new face of networking in a collaborative world. New York: AMACOM.
- Boulton, J. G., Allen, P. M., & Bowman, C. (2015): Embracing complexity. Strategic perspectives for an age of turbulence. 1. ed. Oxford: Oxford Univ. Press.
- Chang, B., & Kang, H. (2016): Challenges facing group work online. In: Distance Education 37 (1), S. 73–88. DOI: 10.1080/01587919.2016.1154781.
- Duhigg, C. (2013): The power of habit. Why we do what we do and how to change. London: Random House Books.
- Fisher, R., & Ury, W. (2012): Getting to yes. Negotiating an agreement without giving in. Updated and rev., 3. ed. London: Random House Business Books.
- Kaats, E., & Opheij, W. (2014): Creating conditions for promising collaboration. Alliances, networks, chains, strategic partnerships. Berlin, Heidelberg, s.l.: Springer Berlin Heidelberg (SpringerBriefs in Business).
- Martin, S. J., Goldstein, N. J., & Cialdini, R. B. (2015). The small BIG: Small changes that spark BIG influence. London, England: Profile Books.
- Oettingen, G. (2014). Rethinking positive thinking: Inside the new science of motivation. New York, NY: Current.

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Oral Assignment

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Oral Assignment

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSCW01

Statistics: Probability and Descriptive Statistics

Module Code: DLBDSSPDS

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Stefan Stöckl (Statistics: Probability and Descriptive Statistics)

Contributing Courses to Module

- Statistics: Probability and Descriptive Statistics (DLBDSSPDS01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Exam, 90 Minutes

Study Format: myStudies
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Probability
- Random variables
- Joint distributions
- Expectation and variance
- Inequalities and limit theorems

Learning Outcomes**Statistics: Probability and Descriptive Statistics**

On successful completion, students will be able to

- define probability, random variable, and probability distribution.
- understand the concept of Bayesian statistics.
- grasp the definition of joint and marginal distributions.
- calculate expectation values and higher moments.
- comprehend important inequality equations and limit theorems.

Links to other Modules within the Study Program

This module is similar to other modules in the field of Methods

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the Business & Management fields

Statistics: Probability and Descriptive Statistics

Course Code: DLBDSSPDS01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Statistical description and analysis are the foundations for data-driven analysis and prediction methods. This course introduces the fundamentals, beginning with a formal definition of probabilities and introduction to the concepts underlying Bayesian statistics. Random variables and probability density distributions are then discussed, as well as the concept of joint and marginal distributions. The importance of various discrete and continuous distributions and their applications is stressed. Characterizing distributions is an important aspect of describing the behavior of probability distributions. Students are familiarized with expectation values, variance, and covariance. The concepts of algebraic and central moments and moment-generating functions complement the characterization of probability distributions. Finally, this course focuses on important inequalities and limit theorems such as the law of large numbers or the central limit theorem.

Course Outcomes

On successful completion, students will be able to

- define probability, random variable, and probability distribution.
- understand the concept of Bayesian statistics.
- grasp the definition of joint and marginal distributions.
- calculate expectation values and higher moments.
- comprehend important inequality equations and limit theorems.

Contents

1. Probability
 - 1.1 Definitions
 - 1.2 Independent events
 - 1.3 Conditional probability
 - 1.4 Bayesian statistics
2. Random Variables
 - 2.1 Random Variables
 - 2.2 Distribution functions and probability mass functions
 - 2.3 Important discrete probability distributions
 - 2.4 Important continuous probability distributions

3. Joint Distributions
 - 3.1 Joint distributions
 - 3.2 Marginal distributions
 - 3.3 Independent random variables
 - 3.4 Conditional distributions
4. Expectation and Variance
 - 4.1 Expectation of a random variable, conditional expectations
 - 4.2 Variance and covariance
 - 4.3 Expectations and variances of important probability distributions
 - 4.4 Algebraic and central moments
 - 4.5 Moment-generating functions
5. Inequalities and Limit Theorems
 - 5.1 Probability inequalities
 - 5.2 Inequalities for expectations
 - 5.3 The law of large numbers
 - 5.4 Central limit theorem

Literature**Compulsory Reading****Further Reading**

- Downey, A.B. (2011). Think stats (2nd ed.). Sebastopol, CA: O'Reilly
- Kim, A. (2019). Exponential Distribution—Intuition, Derivation, and Applications. Available online.
- Wasserman, L. (2004). All of Statistics: A concise course in statistical inference. New York, NY: Springer

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input checked="" type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input checked="" type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Computer Architecture and Operating Systems

Module Code: DLBCSCAOS

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Paul Libbrecht (Computer Architecture and Operating Systems)

Contributing Courses to Module

- Computer Architecture and Operating Systems (DLBCSCAOS01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Exam, 90 Minutes

Study Format: myStudies
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Basic Concepts for Computer Architecture
- Computer Architecture
- Computer Hardware
- Assembly Languages
- Operating Systems Basics
- Popular Operating Systems

Learning Outcomes**Computer Architecture and Operating Systems**

On successful completion, students will be able to

- to explain the basic concepts of computer architecture.
- compare the different types of computer hardware.
- describe the meaning and functionality of simple assembly programs.
- explain the basic functions of operating systems.
- compare the different types of operating systems.

Links to other Modules within the Study Program

This module is similar to other modules in the field of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field.

Computer Architecture and Operating Systems

Course Code: DLBCSCAOS01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	DLBCSICS01

Course Description

This course introduces a fundamental topic of computer science. The architecture of computers and the inner workings of operating systems are fundamental concepts of computer science. This course introduces this topic, including an overview of the various types of computer hardware and an overview of assembly languages, which form a link between computer architecture and operating systems.

Course Outcomes

On successful completion, students will be able to

- to explain the basic concepts of computer architecture.
- compare the different types of computer hardware.
- describe the meaning and functionality of simple assembly programs.
- explain the basic functions of operating systems.
- compare the different types of operating systems.

Contents

1. Basic Concepts for Computer Architecture
 - 1.1 Historical Overview
 - 1.2 Digital Logic and Binary Arithmetic
 - 1.3 Semiconductor Technology
 - 1.4 Hardware Design and Hardware Description Languages
2. Computer Architecture
 - 2.1 Computer Architecture Design Goals
 - 2.2 Instruction Set Architecture
 - 2.3 Microarchitecture
 - 2.4 System Design

3. Computer Hardware
 - 3.1 Personal Computers
 - 3.2 Mainframes
 - 3.3 Servers
 - 3.4 Supercomputers
 - 3.5 Mobile Systems
 - 3.6 Embedded Systems
4. Assembly Languages
 - 4.1 Role and Importance of Assembly Languages
 - 4.2 Introduction to Programming in Assembly Languages
 - 4.3 Compiling and Linking
 - 4.4 Application of Assembly Languages
5. Operating Systems Basics
 - 5.1 Role and Types of Operating Systems
 - 5.2 Operating System Kernel
 - 5.3 File Systems
 - 5.4 Memory Management
 - 5.5 Processes and Threads
 - 5.6 Security
6. Popular Operating Systems
 - 6.1 Basic Concepts of Windows
 - 6.2 Basic Concepts of Unix and Linux
 - 6.3 Basic Concepts of Apple Operating Systems
 - 6.4 Basic Concepts of Mobile Operating Systems

Literature**Compulsory Reading****Further Reading**

- Harris, D.M./Harris, S.L. (2013): Digital Design and Computer Architecture. 2nd edition, Morgan Kaufman, Waltham, MA.
- Patt, Y.N./Patel, S.J. (2019): Introduction to Computing Systems: From Bits & Gates to C/C++ & Beyond. 3rd edition, McGraw-Hill Education, New York.
- Tanenbaum, A.S./Bos, H. (2014): Modern Operating Systems. 4th edition, Pearson Education, Harlow.
- Tutorials Point (2020): Assembly Programming Tutorial. (URL: https://www.tutorialspoint.com/assembly_programming/index.htm [last access 2020-02-04]).

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSCAOS01

Project: Java and Web Development

Module Code: DLBCSPJWD

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	None	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Sandra Rebholz (Project: Java and Web Development)

Contributing Courses to Module

- Project: Java and Web Development (DLBCSPJWD01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Portfolio
Study Format: myStudies
Portfolio

Split Exam

Weight of Module

see curriculum

Module Contents

- This course focuses on the development of practical skills. For a given problem and/or context, students independently plan, design, develop, and evaluate small web applications. A set of specific problems and contexts are provided by the tutor and may vary. Each student chooses one and creates an individual solution, the results of which are gathered in a portfolio.

Learning Outcomes**Project: Java and Web Development**

On successful completion, students will be able to

- plan the development process of small web applications.
- specify requirements of small web applications to fulfill given needs.
- design and develop web applications that meet specific requirements.
- evaluate if a developed web application meets the specified requirements.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Project: Java and Web Development

Course Code: DLBCSPJWD01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	DLBCSOOPJ01, DLBCSDSJCL01, DLBCSWAD01, DLBCSDWIS01

Course Description

This course focuses on the development of practical skills. Students apply their skills to create a small web application that fulfills a set of given needs and evaluate the result. The results are gathered and presented in a portfolio which will be assessed.

Course Outcomes

On successful completion, students will be able to

- plan the development process of small web applications.
- specify requirements of small web applications to fulfill given needs.
- design and develop web applications that meet specific requirements.
- evaluate if a developed web application meets the specified requirements.

Contents

- To a given problem and/or a given context, the students plan, design, develop and evaluate small web applications on their own authority. A set of specific problems and contexts are provided by the tutor and may vary. The students choose one and create their own solution.

Literature

Compulsory Reading

Further Reading

- Bloch, J. (2017). Effective Java (3rd ed.). Boston, MA: Addison-Wesley.
- Harrer, S., Lenhard, J., & Dietz, L. (2018). Java by comparison: Become a Java craftsman in 70 examples. Raleigh, NC: Pragmatic Bookshelf.
- Martin, R. M. (2017). Clean architecture: A craftsman's guide to software structure and design. Boston, MA: Prentice Hall.
- Freeman, E., & Robson, E. (2004). Head first design patterns: A brain-friendly guide. Sebastopol, CA: O'Reilly.

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Portfolio

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Study Format myStudies

Study Format myStudies	Course Type Project
----------------------------------	-------------------------------

Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Portfolio

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

DLBCSPJWD01

3. Semester

Database Modeling and Database Systems

Module Code: DLBCSDMDS

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Ralf Kneuper (Database Modeling and Database Systems)

Contributing Courses to Module

- Database Modeling and Database Systems (DLBCSDMDS01)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Fundamentals of relational databases
- Simple database queries
- Entity/Relationship (E/R) Diagrams
- database development
- Complex database queries across multiple tables
- Changing data in databases
- NoSQL database systems

<p>Learning Outcomes</p> <p>Database Modeling and Database Systems</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ describe the basic concepts of the relational data model and distinguish them from each other. ▪ visually model data schemas. ▪ know SQL queries, read data from databases, change the data stock, and have experience in their use. ▪ design, create, and modify SQL queries and data schemas for SQL databases, and have experience using them. ▪ independently design database schemas and create database queries to solve concrete problems. ▪ know the most important NoSQL concepts and distinguish them from each other. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the field(s) of Computer Science & Software Development</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programmes in the IT & Technology field(s).</p>

Database Modeling and Database Systems

Course Code: DLBCSDMDS01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Stored data form the basis of many value chains of an information and knowledge society. The methodical structuring of data through data schemas therefore forms an important basis for storing information in such a way that it can be retrieved and processed quickly and easily. In addition to the structured storage of data, structured access to large amounts of data must also be possible. This course teaches students how to store data in relational data models and how to access stored data with SQL. In addition to relational database systems, modern DB systems (NoSQL) for storing and accessing data will be presented.

Course Outcomes

On successful completion, students will be able to

- describe the basic concepts of the relational data model and distinguish them from each other.
- visually model data schemas.
- know SQL queries, read data from databases, change the data stock, and have experience in their use.
- design, create, and modify SQL queries and data schemas for SQL databases, and have experience using them.
- independently design database schemas and create database queries to solve concrete problems.
- know the most important NoSQL concepts and distinguish them from each other.

Contents

1. Fundamentals of Relational Databases
 - 1.1 Basic Concepts of the Relational Data Model
 - 1.2 Find and Delete Records in the Database
 - 1.3 SQL and Relational Database Systems
2. Querying Data from a Single Table
 - 2.1 Query Data (SELECT)
 - 2.2 Query Data With Condition (WHERE)
 - 2.3 Sort Query Output (ORDER BY)
 - 2.4 Queries With Group Formation (GROUP BY)
 - 2.5 Subqueries With Nested SELECT Statements

3. Conception and Modeling of Relational Databases
 - 3.1 The Entity Relationship Model
 - 3.2 Relationships and Cardinalities in E/R Models
 - 3.3 Normal Forms of Databases
4. Creation of Relational Databases
 - 4.1 Logical Database Design Activities
 - 4.2 Mapping of the Conceptual Data Model into the Physical Data Model
 - 4.3 Generation of Tables in SQL Databases from E/R Diagrams
5. Complex Database Queries on Multiple Tables
 - 5.1 Composite Quantities (JOIN)
 - 5.2 Set Operations
 - 5.3 Data Views With CREATE VIEW
6. Manipulating Records in Databases
 - 6.1 Insert New Data Records (INSERT)
 - 6.2 Change Existing Records
 - 6.3 Transactions
7. NoSQL Database Systems
 - 7.1 Motivation and Basic Idea
 - 7.2 Selected Groups of NoSQL Systems

Literature

Compulsory Reading

Further Reading

- 46th VLDB (2020). Proceedings of the International Conference on Very Large Data Bases (VLDB).
- Date, C.J. (2019). Database design and relational theory: Normal forms and all that jazz (2nd ed.). Apress.
- Documentation of Mondial Database (2010). Mondial Database.
- Elmasri, R., Navathe, S. B. (2016). Fundamentals of database systems. Pearson Education Limited.
- Foster, E., Godbole, S. (2016). Database systems. A pragmatic approach. (2nd ed.). Apress.
- Sumathi, S. et al (2010). Fundamentals of relational database management systems. Springer.
- W3Schools (2020). SQL Tutorial.

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Project: Build a Data Mart in SQL

Module Code: DLBDSPBDM

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Sharam Dadashnia (Project: Build a Data Mart in SQL)

Contributing Courses to Module

- Project: Build a Data Mart in SQL (DLBDSPBDM01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Portfolio
Study Format: myStudies
Portfolio

Split Exam

Weight of Module

see curriculum

Module Contents

- This course is about the implementation of a practical database use case employing previously-acquired knowledge on pertaining approaches and methods.

Learning Outcomes**Project: Build a Data Mart in SQL**

On successful completion, students will be able to

- transfer previously-acquired knowledge about database methods and approaches to practical use cases.
- design, architect, and implement a working data-mart solution.
- reason about design choices of and trade-offs between relevant implementation alternatives.
- critically evaluate said choices with respect to the stated design goal.
- describe and explain the resulting solution.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Data Science & Artificial Intelligence.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the It & Technology field(s).

Project: Build a Data Mart in SQL

Course Code: DLBDSPBDM01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

This course provides the opportunity to implement a realistic database use case scenario. A list of use case ideas is provided on the online learning platform. In addition, the students can contribute use case ideas of their own in accord with the tutor. The core aim is to apply the hitherto theoretical knowledge of database methods and approaches to solve a real-world application scenario. This entails reasoning about possible design and architectural choices in a rational way, as well as implementing them in a functioning database system.

Course Outcomes

On successful completion, students will be able to

- transfer previously-acquired knowledge about database methods and approaches to practical use cases.
- design, architect, and implement a working data-mart solution.
- reason about design choices of and trade-offs between relevant implementation alternatives.
- critically evaluate said choices with respect to the stated design goal.
- describe and explain the resulting solution.

Contents

- In this course, students apply their knowledge of data modeling and databases to implement a project use case of their choosing. All relevant artefacts, like use case evaluation, chosen implementation method, code, and outcomes, are documented in the form of a written project report.

Literature**Compulsory Reading****Further Reading**

- Date, C. J. (2012). Database design and relational theory. Sebastopol, CA: O'Reilly.
- DeBarros, A. (2018). Practical SQL: A beginner's guide to storytelling with data. San Francisco, CA: No Starch Press.
- Harrington, J. L. (2016). Relational database design and implementation (4th ed.). Burlington, MA: Morgan Kaufmann.
- Hernandez, M. J. (2013). Database design for mere mortals: A hands-on guide to relational database design (3rd ed.). Boston, MA: Addison-Wesley.
- Viescas, J. (2018). SQL queries for mere mortals: A hands-on guide to data manipulation in SQL (4th ed.). Boston, MA: Addison-Wesley.

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: yes
Type of Exam	Portfolio

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed

Study Format myStudies

Study Format myStudies	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Portfolio

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed

Requirements Engineering

Module Code: DLBCSRE

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Tobias Brückmann (Requirements Engineering)

Contributing Courses to Module

- Requirements Engineering (DLBCSRE01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Exam, 90 Minutes

Study Format: myStudies
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Basics of requirements engineering
- Enterprise modeling
- Requirement determination techniques
- Techniques of requirements documentation
- Testing and coordination of requirements
- Managing requirements

<p>Learning Outcomes</p> <p>Requirements Engineering</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ describe models of enterprise modeling relevant to IT support and have experience in modeling. ▪ understand techniques and methods for determining requirements of IT systems and be able to distinguish them from each other. ▪ understand techniques for the documentation of requirements on IT systems and have experience in their use. ▪ describe techniques for testing, coordinating, and managing the requirements of IT systems and be able to distinguish between them. ▪ independently select suitable techniques and methods of requirements engineering for given project situations. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the field(s) of Computer Science & Software Development.</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programmes in the IT & Technology field(s).</p>

Requirements Engineering

Course Code: DLBCSRE01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

The early phases of software development are largely characterized by the fact that functional and technical requirements for the IT system have to be determined. The determination of these requirements must be carried out extremely carefully because all of the following activities in the SW development process are planned and executed on the basis of documented requirements. In this course, procedures, methods, and models are covered, which make it possible to have a structured and methodical determination and documentation of requirements for operational information systems.

Course Outcomes

On successful completion, students will be able to

- describe models of enterprise modeling relevant to IT support and have experience in modeling.
- understand techniques and methods for determining requirements of IT systems and be able to distinguish them from each other.
- understand techniques for the documentation of requirements on IT systems and have experience in their use.
- describe techniques for testing, coordinating, and managing the requirements of IT systems and be able to distinguish between them.
- independently select suitable techniques and methods of requirements engineering for given project situations.

Contents

1. Fundamentals and Terms of Requirements Engineering
 - 1.1 Requirements Engineering in the Software Process
 - 1.2 Core Activities in Requirements Engineering
 - 1.3 What is a Requirement?
2. Determination of Requirements
 - 2.1 Determination of the System Context
 - 2.2 Determination of the Sources of Requirements
 - 2.3 Selection of the Appropriate Investigative Techniques
 - 2.4 Determine Requirements Using Techniques

3. Selected Investigative Techniques
 - 3.1 Creativity Techniques
 - 3.2 Interview Techniques
 - 3.3 Observation Techniques
 - 3.4 Prototyping
4. Documentation of Requirements
 - 4.1 Activities for Documenting Requirements
 - 4.2 Typical Elements of Requirements Documentation
 - 4.3 Forms of Documentation
5. Modeling of Processes
 - 5.1 Basics and Terms
 - 5.2 Modeling with the Business Process Model and Notation
 - 5.3 Modeling with Event Driven Process Chains
6. Modeling of Systems
 - 6.1 Fundamentals of Unified Modeling Language
 - 6.2 UML Use Case Diagram
 - 6.3 UML Activity Diagram
 - 6.4 UML Class Diagram
 - 6.5 UML State Diagram
7. Checking and Reconciling Requirements
 - 7.1 Activities for Checking and Reconciling Requirements
 - 7.2 Test Criteria
 - 7.3 Test Principles
 - 7.4 Testing Techniques
 - 7.5 Coordination of Requirements
8. Management of Prioritization Requirements and Techniques
 - 8.1 Managing Requirements
 - 8.2 Techniques for Prioritizing Requirements

Literature**Compulsory Reading****Further Reading**

- Allweyer, T. (2009): BPMN 2.0. Business Process Model and Notation. Einführung in den Standard für die Geschäftsprozessmodellierung. 2. Auflage, Books on Demand, Norderstedt.
- Balzert, H. (2010): UML 2 kompakt mit Checklisten. 3. Auflage, Spektrum, Heidelberg.
- Booch, G./Rumbaugh, J./Jacobson, I. (2006): Das UML Benutzerhandbuch. Addison-Wesley, Bonn.
- Cohn, M. (2010): User Stories für die agile Software-Entwicklung mit Scrum, XP u.a. mitp, Frechen.
- Freund, J./Rücker, B. (2012): Praxishandbuch BPMN 2.0. 3. Auflage, Hanser. München.
- Gadatsch, A. (2012): Grundkurs Geschäftsprozess-Management. Methoden und Werkzeuge für die IT-Praxis. Eine Einführung für Studenten und Praktiker. 7. Auflage, Vieweg+Teubner, Wiesbaden.
- Pohl, K. (2008): Requirements Engineering. Grundlagen, Prinzipien, Techniken. 2. Auflage, dpunkt.verlag, Heidelberg.
- Pohl, K./Rupp, C. (2011): Basiswissen Requirements Engineering. Aus- und Weiterbildung nach IREB-Standard zum Certified Professional for Requirements Engineering Foundation Level. 3. Auflage, dpunkt.verlag, Heidelberg.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSRE01

Computer Networks and Distributed Systems

Module Code: DLBCSCNDS

Module Type see curriculum	Admission Requirements none	Study Level BA	CP 5	Student Workload 150 h
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Semester / Term see curriculum	Duration Minimum 1 semester	Regularly offered in WiSe/SoSe	Language of Instruction English
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Module Coordinator

N.N. (Computer Networks and Distributed Systems)

Contributing Courses to Module

- Computer Networks and Distributed Systems (DLBCSCNDS01)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Computer Networks
- TCP/IP and Internet
- Communication and Coordination
- Distributed Systems Architectures
- Mobile Computing
- Network Security

<p>Learning Outcomes</p> <p>Computer Networks and Distributed Systems</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ explain and compare the OSI reference model and the TCP/IP protocol stack. ▪ explain the most important IP-based protocols and services and their application. ▪ explain and compare different distributed system architectures. ▪ explain and compare the most important mobile communication networks. ▪ explain basic challenges and solutions to Internet security. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the field of Computer Science & Software Development.</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programmes in the IT & Technology field.</p>

Computer Networks and Distributed Systems

Course Code: DLBCSCNDS01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	DLBCSICS01

Course Description

To an ever-greater extent, computers are not stand-alone but integrated into networks in which data and other computer system functions can be accessed. This enables distributed systems in which data and certain computer functions can be systematically assigned to different computers within a network in order to jointly accomplish defined tasks. While the various computers within a network or a distributed system were in the past stationary, many computers used within a network are now mobile, leading to completely new application scenarios in both the private and the business context.

Course Outcomes

On successful completion, students will be able to

- explain and compare the OSI reference model and the TCP/IP protocol stack.
- explain the most important IP-based protocols and services and their application.
- explain and compare different distributed system architectures.
- explain and compare the most important mobile communication networks.
- explain basic challenges and solutions to Internet security.

Contents

1. Computer Networks
 - 1.1 Basics of Data Transmission
 - 1.2 OSI Reference Model
 - 1.3 Network Topologies
2. TCP/IP and Internet
 - 2.1 Origin and Structure of the Internet
 - 2.2 TCP/IP Protocol Stack
 - 2.3 Selected IP-based Protocols and Services

3. Communication and Coordination
 - 3.1 Basic Concepts
 - 3.2 Concurrency, Semaphores, and Deadlock
 - 3.3 Remote Procedure Calls
 - 3.4 Message-oriented Communication
 - 3.5 CORBA
 - 3.6 EJBs
4. Distributed Systems Architectures
 - 4.1 Client Server Systems and Distributed Applications
 - 4.2 Service Orientation: SOA, Web Services, and Microservices
 - 4.3 Cloud Applications
 - 4.4 Distributed Database Systems
 - 4.5 High-Performance Computing Cluster
 - 4.6 Distributed Ledger Technologies
5. Mobile Computing
 - 5.1 Fundamentals, Techniques, and Protocols of Mobile Computing
 - 5.2 Mobile Internet and its Applications
 - 5.3 Mobile Communication Networks
6. Network Security
 - 6.1 Introduction to Network Security
 - 6.2 Authentication in Distributed Systems
 - 6.3 Secure Internet Protocols
 - 6.4 Security and Data Protection in Mobile Systems

Literature
Compulsory Reading
<p>Further Reading</p> <ul style="list-style-type: none"> ▪ van Steen, M. (2017): Distributed Systems. 3rd edition, CreateSpace Independent Publishing Platform, o.O.. ▪ Sunyaev, A. (2020): Internet Computing. Principles of Distributed Systems and Emerging Internet-Based Technologies. Springer. ▪ Elmasri, R. / Navathe, S.B. (2017): Fundamentals of Database Systems. 7th edition, Pearson Education Limited, Harlow.

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Algorithms, Data Structures, and Programming Languages

Module Code: DLBCSL

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimaldauer: 1 Semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Paul Libbrecht (Algorithms, Data Structures, and Programming Languages)

Contributing Courses to Module

- Algorithms, Data Structures, and Programming Languages (DLBCSL01)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

<p>Module Contents</p> <ul style="list-style-type: none"> ▪ Data structures ▪ Algorithm design ▪ Important algorithms ▪ Programming paradigms and the basic terms of programming languages ▪ Programme analysis tools ▪ Overview of common programming languages 	
<p>Learning Outcomes</p> <p>Algorithms, Data Structures, and Programming Languages</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ explain basic data structures and compare and apply them in concrete applications. ▪ explain basic algorithms. ▪ design, select and apply suitable algorithms and data structures for specific applications ▪ analyse sketched or programmed algorithms when or before running them ▪ explain and compare the common programming paradigms and programming languages. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the field(s) of Computer Science & Software Development.</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programmes in the IT & Technology field(s).</p>

Algorithms, Data Structures, and Programming Languages

Course Code: DLBCSL01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Programming essentially consists of selecting suitable algorithms and data structures for a specific task and converting them into program code. There are many different programming languages, which are based on different procedures and in which algorithms and data structures are implemented differently. In this module, these concepts, which have so far been dealt with using concrete examples, are systematically presented and applied more broadly in order to give students the necessary tools to develop a systematic approach to programming.

Course Outcomes

On successful completion, students will be able to

- explain basic data structures and compare and apply them in concrete applications.
- explain basic algorithms.
- design, select and apply suitable algorithms and data structures for specific applications
- analyse sketched or programmed algorithms when or before running them
- explain and compare the common programming paradigms and programming languages.

Contents

1. Basic Concepts
 - 1.1 Algorithms, Data Structures, and Programming Languages as the Basics of Programming
 - 1.2 Detailing and Abstraction
 - 1.3 Control Structures
 - 1.4 Types of Data
 - 1.5 Basic Data Structures (List, Chain, Tree)
2. Data Structures
 - 2.1 Advanced Data Structures: Queue, Heap, Stack, Graph
 - 2.2 Abstract Data Types, Objects, and Classes
 - 2.3 Polymorphism

3. Algorithm Design
 - 3.1 Induction, Iteration, and Recursion
 - 3.2 Methods of Algorithm Design
 - 3.3 Correctness and Verification of Algorithms
 - 3.4 Efficiency (complexity) of algorithms
4. Basic Algorithms
 - 4.1 Traversing and Linearization of Trees
 - 4.2 Search Algorithms
 - 4.3 Sorting Algorithms
 - 4.4 Search in Strings
 - 4.5 Hash Algorithms
 - 4.6 Pattern Recognition
5. Measuring Programmes
 - 5.1 Type inference and IDE interactive support
 - 5.2 Cyclomatic and referential complexity
 - 5.3 Digesting code documentation
 - 5.4 Compiler optimization
 - 5.5 Code coverage
 - 5.6 Unit and integration testing
 - 5.7 Heap analysis
6. Programming Languages
 - 6.1 Programming Paradigms
 - 6.2 Execution of Programs
 - 6.3 Types of Programming Languages
 - 6.4 Syntax, Semantics, and Pragmatics
 - 6.5 Variables and Type Systems
7. Overview of Important Programming Languages
 - 7.1 Assembler and Webassembly
 - 7.2 C and C++
 - 7.3 Java and C#
 - 7.4 Haskell and Lisp
 - 7.5 JavaScript and its relatives
 - 7.6 Other imperative programming languages

Literature**Compulsory Reading****Further Reading**

- Gumm H. P. /Sommer M. (2013): Einführung in die Informatik. 10. Auflage. Oldenbourg, München.
- Harel, D. (2006): Algorithmik. Die Kunst des Rechnens. Springer, Berlin/Heidelberg/New York.
- Cormen, T.,Leiserson, C., Rivest, R., Stein, C. (2009) Introduction to Algorithms, 3rd edition, MIT Press, Cambridge, Mass., USA

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSL01

IT Service Management

Module Code: DLBCSITSM-01

Module Type see curriculum	Admission Requirements none	Study Level BA	CP 5	Student Workload 150 h
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Semester / Term see curriculum	Duration Minimum 1 semester	Regularly offered in WiSe/SoSe	Language of Instruction English
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Module Coordinator

N.N. (IT Service Management)

Contributing Courses to Module

- IT Service Management (DLBCSITSM01-01)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- IT Service Management Basics and Terms
- ITIL 4 - Basics and Four Dimensions
- ITIL 4 - Service Value System
- ITIL 4 - Principles
- ITIL 4 - Practices
- Information Security Management with the IT Baseline Protection Framework of the BSI

Learning Outcomes

IT Service Management

On successful completion, students will be able to

- identify the fundamentals and challenges of IT service management.
- describe the motivation and structure of the IT Infrastructure Library (ITIL), distinguish four dimensions, apply the service value system and identify concrete practices.
- describe and apply fundamentals of IT security management.

Links to other Modules within the Study Program

This module is similar to other modules in the field of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field.

IT Service Management

Course Code: DLBCSITSM01-01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

IT service management is an approach to align and understand a company's IT as a service provider and supporter of operational and business processes. This course uses the IT Infrastructure Library (ITIL) to teach concepts, procedures and best practices in the area of IT service management (IT operations). In other words, it looks at the management of activities that take place after an IT system has been developed: IT operations as a continuous run of the productive day-to-day business of a company's IT departments.

Course Outcomes

On successful completion, students will be able to

- identify the fundamentals and challenges of IT service management.
- describe the motivation and structure of the IT Infrastructure Library (ITIL), distinguish four dimensions, apply the service value system and identify concrete practices.
- describe and apply fundamentals of IT security management.

Contents

1. IT Service Management Basics and Terms
 - 1.1 IT Services
 - 1.2 IT Service Management
 - 1.3 ITSM Frameworks
2. ITIL 4 - Basics and Four Dimensions
 - 2.1 Stakeholders, Services and Service Management
 - 2.2 Value Contribution of IT
3. ITIL 4 - Service Value System
 - 3.1 Basics and Overview
 - 3.2 Inputs, Outcome and Governance
 - 3.3 The Service Value Chain
 - 3.4 Continual Improvement

4. ITIL 4 - Principles
 - 4.1 Overview
 - 4.2 Value Orientation
 - 4.3 Iterative Procedure and Feedback
 - 4.4 Establish Collaboration and Visibility
 - 4.5 Optimize and Automate
5. ITIL 4 - Practices
 - 5.1 Overview
 - 5.2 General Management Practices
 - 5.3 Service Management Practices
 - 5.4 Technical Practices
6. Information Security Management with the IT Basic Protection Framework of the BSI
 - 6.1 Structure and Elements of BSI Basic Protection Framework
 - 6.2 Information Security Process

Literature

Compulsory Reading

Further Reading

- Berger, D., & Shashidhar, N., & Varol, C. (2020). Using ITIL 4 in Security Management. 2020 8th International Symposium on Digital Forensics and Security (ISDFS), Digital Forensics and Security (ISDFS), 2020 8th International Symposium On, 1–6. <https://doi-org.pxz.iubh.de/8443/10.1109/ISDFS49300.2020.9116257>
- Limited, A. (2019). ITIL 4 Foundation [electronic resource] : ITIL 4 Edition. London The Stationery Office Ltd, 2019.
- Limited, A. (2020). ITIL 4 [electronic resource] : Digital and IT Strategy. London The Stationery Office Ltd, 2020.
- Limited, A. (2020). ITIL 4 [electronic resource] : Direct, Plan and Improve. Norwich TSO, 2020.
- Limited, A. (2020). ITIL 4 [electronic resource] : High Velocity IT. Norwich TSO, 2020.
- Limited, A. (2020). ITIL 4 [electronic resource] : Drive Stakeholder Value. Norwich TSO, 2020.
- Limited, A. (2020). ITIL 4 [electronic resource] : Create, Deliver and Support. Norwich TSO, 2020.

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

4. Semester

Project: IT Service Management

Module Code: DLBCSPITSM

Module Type see curriculum	Admission Requirements none	Study Level BA	CP 5	Student Workload 150 h
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Semester / Term see curriculum	Duration Minimum 1 semester	Regularly offered in WiSe/SoSe	Language of Instruction English
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Module Coordinator

N.N. (Project: IT Service Management)

Contributing Courses to Module

- Project: IT Service Management (DLBCSPITSM01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Written Assessment: Project Report
Study Format: myStudies
Written Assessment: Project Report

Split Exam

Weight of Module

see curriculum

Module Contents

- All phases of an ITIL/IT project are carried out as part of an independent project.

<p>Learning Outcomes</p> <p>Project: IT Service Management</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ analyze typical problems and company situations from the area of IT service management in different project variations. ▪ develop, plan, and implement proposed solutions. ▪ convert theory into a pragmatic approach to a solution with the help of methodical tools from IT service management and project management. ▪ draw and apply the right conclusions in relation to their specific project environment. ▪ conceptually apply their theoretical knowledge to company-specific environmental factors. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the field(s) of Computer Science & Software Development.</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programmes in the IT & Technology field(s).</p>

Project: IT Service Management

Course Code: DLBCSPITSM01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Based on the contents of the course "IT Service Management", selected aspects of the core processes of ITIL are deepened, discussed, selected, and applied within the framework of a project in a concept-related manner. All theoretical methods are considered and evaluated.

Course Outcomes

On successful completion, students will be able to

- analyze typical problems and company situations from the area of IT service management in different project variations.
- develop, plan, and implement proposed solutions.
- convert theory into a pragmatic approach to a solution with the help of methodical tools from IT service management and project management.
- draw and apply the right conclusions in relation to their specific project environment.
- conceptually apply their theoretical knowledge to company-specific environmental factors.

Contents

- Analysis, evaluation, and development of recommendations for taking action within the scope of concrete questions concerning aspects of IT Service Management. This is aided by the creation and planning of a project in the theoretical-theme context through all phases of project management.
- The quality assurance of the artefacts created is carried out both by the tutor and by students from the project groups.

Literature

Compulsory Reading

Further Reading

- Beims, M. (2012): IT-Service Management in der Praxis mit ITIL. 3. Auflage, Carl Hanser Verlag, München.
- Kittel, M./Koerting, T./Schött, D. (2006): Kompendium für ITIL-Projekte. Menschen, Methoden, Meilenstein – Von der Analyse zum selbstopimierenden Prozess. Books on demand.
- ITIL (o. J.): Official ITIL Website. (URL: <http://www.itil-officialsite.com>)

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Study Format myStudies

Study Format myStudies	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

DLBCSPITSM01

Theoretical Computer Science and Mathematical Logic

Module Code: DLBCSTCSML

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

N. N. (Theoretical Computer Science and Mathematical Logic)

Contributing Courses to Module

- Theoretical Computer Science and Mathematical Logic (DLBCSTCSML01)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Proposition and predicate logic
- Finite automata
- Formal languages
- Computability and Turing machines
- Complexity theory
- Petri nets

Learning Outcomes**Theoretical Computer Science and Mathematical Logic**

On successful completion, students will be able to

- formulate and translate predicate logical relationships into programming languages.
- use finite automata and regular expressions to describe technical facts.
- explain the Chomsky hierarchy.
- identify the limits of provability and predictability.
- explain the meaning and relevance of the P=NP problem.
- apply Petri nets for the description of technical facts.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Theoretical Computer Science and Mathematical Logic

Course Code: DLBCSTCSML01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Theoretical computer science and mathematical logic form the theoretical basics of computer science. However, this is not "pure theory", as these fundamentals are applied in many areas of computer science. These include, for example, the formulation of conditions in SQL queries or other programs based on statement and predicate logic, the use of finite state machines to specify systems with state transition diagrams, and the modeling of business and other processes with Petri nets. In addition, theoretical computer science and mathematical logic analyze the limits of computer science and computability, which cannot be exceeded irrespective of the technologies and algorithms used.

Course Outcomes

On successful completion, students will be able to

- formulate and translate predicate logical relationships into programming languages.
- use finite automata and regular expressions to describe technical facts.
- explain the Chomsky hierarchy.
- identify the limits of provability and predictability.
- explain the meaning and relevance of the P=NP problem.
- apply Petri nets for the description of technical facts.

Contents

1. Propositional Logic
 - 1.1 Basic Concepts
 - 1.2 Interpretation and Satisfiability
 - 1.3 Normal Forms
 - 1.4 Proof by Contradiction and Resolution
 - 1.5 Completeness
2. Predicate Logic
 - 2.1 Basic Concepts
 - 2.2 Completeness and Incompleteness
 - 2.3 Logic Programming with Prolog

3. Finite Automata and Regular Expressions
 - 3.1 Basic Concepts of Finite Automata
 - 3.2 Regular Expressions
 - 3.3 Practical Applications
4. Formal Languages and Grammars
 - 4.1 Basic Concepts
 - 4.2 The Chomsky Hierarchy
 - 4.3 Regular Languages
 - 4.4 Context Free Languages
 - 4.5 Context Sensitive Languages
5. Computability and Turing Machines
 - 5.1 Models of Computability
 - 5.2 Turing Machines
 - 5.3 Recursive Functions
 - 5.4 Computability and Decidability
 - 5.5 The Halting Problem
6. Complexity Theory
 - 6.1 Basic Concepts
 - 6.2 Complexity Classes
 - 6.3 P=NP?
7. Petri Nets
 - 7.1 Basic Concepts of Graphs and Petri Nets
 - 7.2 Invariants, Liveliness, and Safety
 - 7.3 Process Modeling and Analysis with Petri Nets
8. Applications of Mathematical Logic and Theoretical Computer Science
 - 8.1 Parser and Compiler
 - 8.2 Program Verification
 - 8.3 Artificial Intelligence

Literature**Compulsory Reading****Further Reading**

- Dewdney, A.K. (1995): Der Turing Omnibus. Eine Reise durch die Informatik mit 66 Stationen. Springer, Berlin/Heidelberg/New York.
- Erk, K./Priese, L. (2008): Theoretische Informatik. 3. Auflage. Springer eXamen.press, Berlin/Heidelberg.
- Priese, L./Wimmerl, H. (2008): Petri-Netze. 2. Auflage. Springer eXamen.press, Berlin/Heidelberg.
- Schöning, U. (2000): Logik für Informatiker. 5. Auflage. Spektrum Verlag, Heidelberg/ Berlin.
- Schöning, U. (2008): Ideen der Informatik. Grundlegende Modelle und Konzepte der Theoretischen Informatik, 3. Auflage. Oldenbourg, München.

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSTCSML01

Introduction to Programming with Python

Module Code: DLBDSIPWP

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Dr. Reza Shahbazfar (Introduction to Programming with Python)

Contributing Courses to Module

- Introduction to Programming with Python (DLBDSIPWP01)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Python as a programming language for data science
- Variables and built-in datatypes
- Statements and functions
- Error and exception handling
- Important Python data science modules

Learning Outcomes**Introduction to Programming with Python**

On successful completion, students will be able to

- use fundamental Python syntax.
- recollect common elementary data types.
- recognize foundational programming concepts and their realization in Python.
- understand error handling and logging.
- create working programs.
- list the most important libraries and packages for data science.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Data Science & Artificial Intelligence.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Introduction to Programming with Python

Course Code: DLBDSIPWP01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

This course provides students with a foundational understanding of the Python programming language. Following an introductory exposition to the importance of Python for data science-related programming tasks, students will be acquainted with fundamental programming concepts like variables, data types, and statements. Building on this basis, the important notion of a function is explained and errors, exception handling, and logging are explicated. The course concludes with an overview of the most widely-used library packages for data science.

Course Outcomes

On successful completion, students will be able to

- use fundamental Python syntax.
- recollect common elementary data types.
- recognize foundational programming concepts and their realization in Python.
- understand error handling and logging.
- create working programs.
- list the most important libraries and packages for data science.

Contents

1. Introduction
 - 1.1 Why Python?
 - 1.2 Obtaining and installing Python
 - 1.3 The Python interpreter , IPython, and Jupyter
2. Variables and Data Types
 - 2.1 Variables and value assignment
 - 2.2 Numbers
 - 2.3 Strings
 - 2.4 Collections
 - 2.5 Files

3. Statements
 - 3.1 Assignment, expressions, and print
 - 3.2 Conditional statements
 - 3.3 Loops
 - 3.4 Iterators and comprehensions
4. Functions
 - 4.1 Function declaration
 - 4.2 Scope
 - 4.3 Arguments
5. Errors and Exceptions
 - 5.1 Errors
 - 5.2 Exception handling
 - 5.3 Logs
6. Modules and Packages
 - 6.1 Usage
 - 6.2 Namespaces
 - 6.3 Documentation
 - 6.4 Popular data science packages

Literature

Compulsory Reading

Further Reading

- Barry, P. (2016). Head first Python: A brain-friendly guide. Sebastopol, CA: O'Reilly Media, Inc.
- Kapil, S. (2019). Clean Python: Elegant coding in Python. Berkeley, CA: Apress.
- Lubanovic, B. (2019). Introducing Python (2nd ed.). Sebastopol, CA: O'Reilly.
- Lutz, M. (2013). Learning Python (5th ed.). Sebastopol, CA: O'Reilly.
- Matthes, E. (2015). Python crash course: A hands-on, project-based introduction to programming. San Fransisco, CA: No Starch Press.
- Müller, A. C., & Guido, S. (2016). Introduction to machine learning with Python: A guide for data scientists. Sebastopol, CA: O'Reilly Media, Inc.
- Ramalho, L. (2015). Fluent Python: Clear, concise, and effective programming. Sebastopol, CA: O'Reilly.

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Software Quality Assurance

Module Code: DLBCSSQA

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Tobias Brückmann (Software Quality Assurance)

Contributing Courses to Module

- Software Quality Assurance (DLBCSSQA01)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Systematic quality assurance of requirements, architectures, and processes
- Systematic testing of software
- Dynamic quality assurance: Testing
- Static quality assurance: Surveying and measuring
- Constructive quality management
- Organization and planning of software quality
- Introduction to software quality assurance

<p>Learning Outcomes</p> <p>Software Quality Assurance</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ understand motivation, use cases, and scenarios for aspects of quality management in the software process. ▪ understand important terms and the basis for the conception and execution of software tests. ▪ understand techniques and methods for constructive quality management and be able to distinguish them from each other. ▪ understand techniques and methods for analytical quality management and be able to distinguish them from one another. ▪ understand the general course of test activities and be able to select suitable methods and techniques for quality assurance for various artefacts and activities in the software process. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the field(s) of Computer Science & Software Development.</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programmes in the IT & Technology field(s).</p>

Software Quality Assurance

Course Code: DLBCSSQA01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Quality assurance is one of the accompanying activities of a software process. From the beginning, all created artefacts (documents, models, and program codes) must be quality-assured because the later an error in a system is detected, the more expensive it is to fix it. The course teaches techniques and procedures for accompanying quality assurance, starting with requirements analysis through to specification, architecture and design, and implementation. Even the quality assurance activities must be quality assured so that the software systems can be delivered at a good standard.

Course Outcomes

On successful completion, students will be able to

- understand motivation, use cases, and scenarios for aspects of quality management in the software process.
- understand important terms and the basis for the conception and execution of software tests.
- understand techniques and methods for constructive quality management and be able to distinguish them from each other.
- understand techniques and methods for analytical quality management and be able to distinguish them from one another.
- understand the general course of test activities and be able to select suitable methods and techniques for quality assurance for various artefacts and activities in the software process.

Contents

1. Introduction to Software Quality Assurance
 - 1.1 Motivation and Terms
 - 1.2 Principles of SW Quality Assurance
 - 1.3 Principles in Software Testing
 - 1.4 Cost of Quality
2. Organization and Planning of Software Quality
 - 2.1 Overview of the Quality Management Process
 - 2.2 Quality Planning and Quality Objectives
 - 2.3 Quality Assurance and Quality Improvement
 - 2.4 Quality Control

3. Constructive Quality Management
 - 3.1 Overview of Constructive Quality Assurance
 - 3.2 Selected Techniques
4. Static Quality Assurance: Surveying and Measuring
 - 4.1 Application and Overview of Static Processes
 - 4.2 Reviewing with Review Techniques
 - 4.3 Trade Fairs and Metrics
 - 4.4 Static Code Analysis
5. Dynamic Quality Assurance: Testing
 - 5.1 Deployment and an Overview of Dynamic Processes
 - 5.2 Use Case Based Test Case Creation
 - 5.3 Equivalence Class Formation and Limit Value Analysis
 - 5.4 State Based Test Case Creation
 - 5.5 Creation of Random Test Data
6. Systematic Testing of Software
 - 6.1 Methodological Testing Activities
 - 6.2 Component Test (Also: Module Test, Unit Test)
 - 6.3 Integration Tests
 - 6.4 System Tests
 - 6.5 Acceptance Tests
7. Systematic Quality Assurance of Requirements, Architectures, and Processes
 - 7.1 Quality Assurance of Requirements
 - 7.2 Quality Assurance of Architectures
 - 7.3 Quality Assurance of Software Processes

Literature**Compulsory Reading****Further Reading**

- Balzert, H. (1997): Lehrbuch der Software-Technik. Software-Management, Software-Qualitätssicherung und Unternehmensmodellierung. Spektrum, Heidelberg.
- Liggesmeyer, P. (2009): Software-Qualität. Testen, Analysieren und Verifizieren von Software. 2. Auflage, Spektrum, Heidelberg.
- Pol, M./Koomen, T./Spillner, A. (2002): Management und Optimierung des Testprozesses. Ein praktischer Leitfaden für erfolgreiches Testen von Software mit TPI und TMap. 2. Auflage, dpunkt.verlag, Heidelberg.
- Schneider, K. (2012): Abenteuer Softwarequalität. Grundlagen und Verfahren für Qualitätssicherung und Qualitätsmanagement. 2. Auflage, dpunkt.verlag, Heidelberg.
- Seidl, R./Sneed, H. S./Baumgartner, M. (2006): Der Systemtest. Anforderungsbasiertes Testen von Software-Systemen. Hanser, München.
- Spillner, T. et al. (2011): Praxiswissen Softwaretest. Testmanagement. Aus- und Weiterbildung zum Certified Tester. 3. Auflage, dpunkt.verlag, Heidelberg.
- Spillner, E./Linz, T. (2012): Basiswissen Softwaretest. Aus- und Weiterbildung zum Certified Tester. 5. Auflage, dpunkt.verlag, Heidelberg.
- Wallmüller, E. (1990): Software-Qualitätssicherung in der Praxis. Hanser, München.

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSSQA01

Specification

Module Code: DLBCSS

Module Type see curriculum	Admission Requirements none	Study Level BA	CP 5	Student Workload 150 h
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Semester / Term see curriculum	Duration Minimum 1 semester	Regularly offered in WiSe/SoSe	Language of Instruction English
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Module Coordinator

Prof. Dr. Tobias Brückmann (Specification)

Contributing Courses to Module

- Specification (DLBCSS01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Exam, 90 Minutes

Study Format: myStudies
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Basics of specification
- Specification of user interfaces (GUIs)
- Specification of components and their interfaces
- Technical specification of detailed technical data models
- Specification of business rules
- Specification of data interfaces
- Specification of web services
- Specification of quality and limiting constraints

Learning Outcomes**Specification**

On successful completion, students will be able to

- know the motivation, use cases, and scenarios for the practical use of technical specifications.
- distinguish techniques from each other for the detailed specification of application interfaces and business logic of information systems and have experience with their use.
- identify and independently specify business objects and components.
- describe techniques for the detailed specification of technical interfaces between IT systems and be able to specify interfaces independently.
- explain techniques and procedures for the technical specification of quality properties and limiting conditions.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Specification

Course Code: DLBCSS01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Based on the results of the technical requirements analysis, requirements for IT systems must be described as precisely as is appropriate for the respective situation. Based on specifications, project costs are estimated, and decisions are made about the internal design of the system. In this course different models and techniques that are used for the detailed specification of requirements for a system, subsystem, or system component are taught. The structure of the course is based on the structure of typical business information systems. In addition to the application layers, user interface, business logic, and data layer, the specification of web services is also covered.

Course Outcomes

On successful completion, students will be able to

- know the motivation, use cases, and scenarios for the practical use of technical specifications.
- distinguish techniques from each other for the detailed specification of application interfaces and business logic of information systems and have experience with their use.
- identify and independently specify business objects and components.
- describe techniques for the detailed specification of technical interfaces between IT systems and be able to specify interfaces independently.
- explain techniques and procedures for the technical specification of quality properties and limiting conditions.

Contents

1. Introduction to the Specification of Software Systems
 - 1.1 Basics and Terms for Specification
 - 1.2 Elements and Outlines of Specifications
 - 1.3 Structures and Forms of Documentation for Specification
2. Specification of User Interfaces (GUIs)
 - 2.1 Elements of a GUI Specification
 - 2.2 GUI Elements in Individual Dialog Masks
 - 2.3 Validations
 - 2.4 Navigation Between Dialogue Masks

3. Specification of System Components
 - 3.1 Introduction and Motivation for Components
 - 3.2 Specifying the Structure of Systems and Components
 - 3.3 Specification of Component Behavior
4. Specification of Technical System Interfaces
 - 4.1 Specifying Behavior at Interfaces of Components
 - 4.2 Data Structures at Interfaces of Components
5. Specification of Detailed Business Data Models
 - 5.1 Areas of Application of Technical Data Models
 - 5.2 Detailing the UML Class Diagram
 - 5.3 Checking Class Diagrams with UML Object Diagrams
 - 5.4 Typical Elements in Domain-Oriented Data Models
6. Specification of Data Interfaces with Structured Text
 - 6.1 Structured Text as Exchange Format
 - 6.2 Structure and Structure of XML Documents
 - 6.3 Definition of XML Languages
 - 6.4 Derivation of Class Diagrams From XML formats
 - 6.5 Specifying Web Services with WSDL
7. Specification of Quality Properties
 - 7.1 Quality and Quality Models
 - 7.2 Goal/Question/Metric Method (GQM)

Literature**Compulsory Reading****Further Reading**

- Balzert, H. (1997): Lehrbuch der Software-Technik. Software-Management, Software-Qualitätssicherung, Unternehmensmodellierung. Spektrum, Heidelberg/Berlin.
- Balzert, H. (2004): Lehrbuch der Objektmodellierung. Analyse und Entwurf mit der UML 2. 2. Auflage, Spektrum, Heidelberg/Berlin.
- Ebert, C. (2010): Systematisches Requirements Engineering. Anforderungen ermitteln, spezifizieren, analysieren und verwalten. 3. Auflage, dpunkt.verlag, Heidelberg.
- Eckstein, R./Eckstein, S. (2004): XML und Datenmodellierung. XML-Schema und RDF zur Modellierung von Daten und Metadaten einsetzen. dpunkt.verlag, Heidelberg.
- Evans, E. (2003): Domain-Driven Design. Tackling Complexity in the Heart of Software. Addison-Wesley, Boston.
- Grady, R. B. (1992): Practical Software Metrics for Project Management and Process Improvement. Prentice Hall, Upper Saddle River (NJ).
- Overhage, S./Thomas, P. (2005): WS-Specification. Ein Spezifikationsrahmen zur Beschreibung von Web-Services auf Basis des UDDI-Standards. In: Ferstl, O. K. et al. (Hrsg.): Wirtschaftsinformatik 2005. eEconomy, eGovernment, eSociety. Physica-Verlag, Bamberg, S.1539–1558.
- Sommerville, I. (2007): Software Engineering. 8. Auflage, Pearson, München.
- Turowski, K. (Hrsg.) (2002): Vereinheitlichte Spezifikation von Fachkomponenten. Memorandum des Arbeitskreises 5.10.3 Komponentenorientierte betriebliche Anwendungssysteme. (URL: https://www.researchgate.net/publication/242736875_Vereinheitlichte_Spezifikation_von_Fachkomponenten [letzter Zugriff: 27.02.2017]).
- Wallmüller, E. (2001): Software-Qualitätsmanagement in der Praxis. Software-Qualität durch Führung und Verbesserung von Software-Prozessen. 2. Auflage, Hanser, München.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSS01

Project: Software Engineering

Module Code: DLBCSPSE

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

N.N. (Project: Software Engineering)

Contributing Courses to Module

- Project: Software Engineering (DLBCSPSE01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Written Assessment: Project Report

Study Format: myStudies
Written Assessment: Project Report

Split Exam

Weight of Module

see curriculum

Module Contents

- The knowledge acquired in the computer science modules from study semesters 1-3 is applied in small to medium-sized projects. Implementation is carried out in groups of approximately 3-7 students. Important stages of the software life cycle are covered, and the corresponding artifacts (e.g., specification of requirements, design, implementation, tests, and documentation) are created by the students. The quality assurance of these artefacts is carried out by the tutor and by students from other project groups. The students should learn about both the creation and the quality assurance of artefacts in the SW process.

Learning Outcomes**Project: Software Engineering**

On successful completion, students will be able to

- have experience working on a complex project on a practical scenario of industrial SW development.
- understand the typical risks and pitfalls of large software projects within the framework of project realization and be able to use targeted strategies to minimize risks.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Project: Software Engineering

Course Code: DLBCSPSE01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

The knowledge acquired in the computer science modules from study semesters 1-3 is applied in small to medium-sized projects. Implementation is carried out in groups of approximately 3-7 students. Important stages of the software life cycle are covered, and the corresponding artifacts (e.g., specification of requirements, design, implementation, tests, and documentation) are created by the students. The quality assurance of these artefacts is carried out by the tutor and by students from other project groups. Students will learn about the creation and the quality assurance of artefacts in the software process.

Course Outcomes

On successful completion, students will be able to

- have experience working on a complex project on a practical scenario of industrial SW development.
- understand the typical risks and pitfalls of large software projects within the framework of project realization and be able to use targeted strategies to minimize risks.

Contents

Literature

Compulsory Reading

Further Reading

- none

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Study Format myStudies

Study Format myStudies	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

DLBCSPSE01

5. Semester

Seminar: Current Topics in Computer Science

Module Code: DLBCSSCTCS

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

N.N. (Seminar: Current Topics in Computer Science)

Contributing Courses to Module

- Seminar: Current Topics in Computer Science (DLBCSSCTCS01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Written Assessment: Research Essay
Study Format: myStudies
Written Assessment: Research Essay

Split Exam

Weight of Module

see curriculum

Module Contents

- This seminar deals with current topics of computer science. Students make a dive deep into a specific topic within a sub-discipline of their choice.

Learning Outcomes

Seminar: Current Topics in Computer Science

On successful completion, students will be able to

- discuss in-depth and insightfully a given topic in the field of computer science.
- write about a certain computer science topic in terms of important characteristics, connections, and insights in the form of a research essay.
- execute the basics of scientific work and implement them in the context of a research essay.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Seminar: Current Topics in Computer Science

Course Code: DLBCSSCTCS01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

This seminar is an opportunity for students to deepen the broad knowledge they will have gained over the previous four semesters of the study program. Students will choose a topic of specific individual interest that is connected to a sub-discipline of computer science. If a student, for example, is interested in the application of artificial intelligence in a specific context, elaborating context-specific use cases from a literature review can be the theme of the essay. Feedback provided by the tutor will help students strengthen any weaknesses they may have in scientific writing and academic work and prepare students for writing their bachelor thesis.

Course Outcomes

On successful completion, students will be able to

- discuss in-depth and insightfully a given topic in the field of computer science.
- write about a certain computer science topic in terms of important characteristics, connections, and insights in the form of a research essay.
- execute the basics of scientific work and implement them in the context of a research essay.

Contents

- Computer science is a broad subject area with many very different facets, depending on the specific sub-discipline. This seminar will address this diversity by taking up current trends in the context of individually-prepared texts. Each participant must create an essay for this purpose. Possible topics include Java and web development, data modeling and database systems, requirements engineering, and core computer science disciplines like operating systems, computer networks, distributed systems, algorithms, data structures, and programming languages.

Literature

Compulsory Reading

Further Reading

- Brookshear, G. / Bylow, D. (2014): Computer science: An overview. 12th edition, Pearson, Boston, MA.
- Gruhn, V. / Striemer, R. (Eds.) (2018): The essence of software engineering. Springer International Publishing, Cham.
- Springer. (n.d.) Lecture Notes in Computer Science. Springer, Heidelberg.
- Tardos, E. (Ed.). (n.d.) Journal of the ACM.

Study Format Distance Learning

Study Format Distance Learning	Course Type Seminar
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Research Essay

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Study Format myStudies

Study Format myStudies	Course Type Seminar
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Research Essay

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Introduction to Data Protection and Cyber Security

Module Code: DLBCSIDPITS

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Ralf Kneuper (Introduction to Data Protection and Cyber Security)

Contributing Courses to Module

- Introduction to Data Protection and Cyber Security (DLBCSIDPITS01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Exam, 90 Minutes

Study Format: myStudies
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Fundamentals of IT Security
- Data Protection
- IT Security Management
- Network and Communication Security

<p>Learning Outcomes</p> <p>Introduction to Data Protection and Cyber Security</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ explain the terms and concepts of IT security and know the typical procedures and techniques which exist in each area. ▪ cite the legal regulations on data protection and explain their implementation. ▪ discuss in-depth IT security management and suitable measures for implementation. ▪ use their overview knowledge of activities and strategies for IT security in software and system development. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the field(s) of Computer Science & Software Development.</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programmes in the IT & Technology field(s).</p>

Introduction to Data Protection and Cyber Security

Course Code: DLBCSIDPITS01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

In this course, the students are familiarized with important concepts from the field of IT security. Basic terms are introduced and discussed, and typical application fields, areas of IT security application, and typical procedures and techniques are introduced and described.

Course Outcomes

On successful completion, students will be able to

- explain the terms and concepts of IT security and know the typical procedures and techniques which exist in each area.
- cite the legal regulations on data protection and explain their implementation.
- discuss in-depth IT security management and suitable measures for implementation.
- use their overview knowledge of activities and strategies for IT security in software and system development.

Contents

1. Fundamentals of Data Protection and Cyber Security
 - 1.1 Conceptual Bases, Protection Goals
 - 1.2 Attacks and Threats
 - 1.3 Security Strategy
 - 1.4 Legal Regulations
2. Data Protection
 - 2.1 Data Protection as a Personal Right
 - 2.2 Basic Principles of Data Protection
 - 2.3 EU General Data Protection Regulation
 - 2.4 Further International Regulations on Data Protection
 - 2.5 Cross-Border Data Flow
 - 2.6 Data Protection in Everyday Life

3. Basic Functions of Cyber Security and Their Implementation
 - 3.1 Identification and Authentication
 - 3.2 Rights Management
 - 3.3 Rights Check
 - 3.4 Preservation of Evidence
4. Cyber Security Management
 - 4.1 Basic Concepts and Standards in Cyber Security Management
 - 4.2 Series of Standards ISO 2700x
5. Cyber Security Management in Everyday Life
 - 5.1 Password Management
 - 5.2 Data Backup
 - 5.3 Email Security
 - 5.4 Protection Against Viruses and Other Malware
 - 5.5 Protection Against Social Engineering Attacks
6. Network and Communication Security
 - 6.1 Firewall Technology
 - 6.2 Network Separation
 - 6.3 Security in WLAN, Mobile Networks, Bluetooth, and NFC
7. Cyber Security in the Development of Software and Systems
 - 7.1 Protection of the Development Environment
 - 7.2 Secure Development
 - 7.3 Common Criteria

Literature

Compulsory Reading

Further Reading

- Arnold, R. (2017). Cybersecurity: A business solution. An executive perspective on managing cyber risk. Threat Sketch.
- Mattord, H., & Whitman, M. (2017). Management of information security. Cengage.
- European Parliament and Council of the European Union. (2016). EU General Data Protection Regulation (GDPR): Regulation 2016/679 of the European Parliament and of the council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation). Official Journal of the European Union. Chapters 1–3

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Cryptography

Module Code: DLBCSCT

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

N.N. (Cryptography)

Contributing Courses to Module

- Cryptography (DLBCSCT01)

Module Exam Type

Module Exam

Study Format: myStudies
Exam, 90 Minutes

Study Format: Distance Learning
Exam, 90 Minutes

Split Exam

Weight of Module

see curriculum

Module Contents

- Protection targets, vulnerabilities, and threats
- Foundations of cryptology and its core components
- Basic cryptographic applications
- Authentication
- Single computer security
- Security communication network
- Security E-Commerce
- Secure software development

Learning Outcomes**Cryptography**

On successful completion, students will be able to

- give an overview of different classes of cryptographic systems.
- give a basic description of symmetric cryptographic methods, in particular One-Time Pad, DES, and AES, and describe their operating principles by means of simple, concrete examples.
- describe the basic hash functions.
- describe basic asymmetric cryptographic methods, especially RSA, and their operating principles by means of simple, concrete examples.
- describe the areas of application of cryptographic procedures and their application scenarios.

Links to other Modules within the Study Program

This module is similar to other modules in the fields of Computer Science & Software Development

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology fields

Cryptography

Course Code: DLBCSCT01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

This course covers basic and targeted in-depth knowledge of cryptographic processes and the practical use of cryptographic systems. After an overview of cryptographic methods, hash functions, symmetric methods, and asymmetric methods are presented. The theoretical basics of selected procedures are taught and practically explained using simple examples. In addition, areas of application and application scenarios for cryptographic procedures are presented.

Course Outcomes

On successful completion, students will be able to

- give an overview of different classes of cryptographic systems.
- give a basic description of symmetric cryptographic methods, in particular One-Time Pad, DES, and AES, and describe their operating principles by means of simple, concrete examples.
- describe the basic hash functions.
- describe basic asymmetric cryptographic methods, especially RSA, and their operating principles by means of simple, concrete examples.
- describe the areas of application of cryptographic procedures and their application scenarios.

Contents

1. Protection Goals, Vulnerabilities, and Threats
 - 1.1 Protection Goals
 - 1.2 Vulnerabilities and Threats
2. Foundations of Cryptology and its Core Components
 - 2.1 Encoding
 - 2.2 Symmetrical Encryption
 - 2.3 Asymmetric Encryption
 - 2.4 One-way Functions and Cryptographic Hash Functions

3. Basic Cryptographic Applications
 - 3.1 Key exchange and Hybrid Processes
 - 3.2 Digital Signature
 - 3.3 Message Authentication Code
 - 3.4 Steganographic Methods
4. Authentication
 - 4.1 Passwords and Public-Key-Certificates
 - 4.2 Challenge-Response-Procedure and Zero-Knowledge-Procedure
 - 4.3 Biometric Methods
 - 4.4 Authentication in Distributed Systems
 - 4.5 Identities Through Smartcards
5. Security of Single Computers
 - 5.1 Malware and Cookies
 - 5.2 Some Special Features of Operating Systems
 - 5.3 Web Server Security
6. Security in Communication Networks
 - 6.1 Security Problems and Defense Concepts
 - 6.2 Internet Standards for Communication Security
 - 6.3 Identity and Anonymity
 - 6.4 Security in Mobile and Wireless Communications
7. Security in E-Commerce
 - 7.1 Email Security
 - 7.2 Online Banking and Online Payments
 - 7.3 Electronic Money
8. Secure Software Development
 - 8.1 Threat Modeling
 - 8.2 Secure Software Design
 - 8.3 Techniques for Safe Programming

Literature**Compulsory Reading****Further Reading**

- Baumann, U./Franz, E./Pfitzmann, A. (2014): Kryptographische Systeme. Springer Vieweg, Wiesbaden.
- Beutelspacher, A. (2014): Kryptologie. Eine Einführung in die Wissenschaft vom Verschlüsseln, Verbergen und Verheimlichen. 10. Auflage, Springer Spektrum, Wiesbaden.
- Eckert, C. (2014): IT-Sicherheit. Konzepte – Verfahren – Protokolle. 9. Auflage, De Gruyter Oldenbourg, München.
- Ertel, W. (2010): Angewandte Kryptographie. 4. Auflage, Hanser, München.
- Spitz, S./Pramateftakis, M./Swoboda, J. (2011): Kryptographie und IT-Sicherheit. Grundlagen und Anwendungen. 2. Auflage, Vieweg+Teubner; Wiesbaden.

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSCT01

Salesforce Platform Development

Module Code: DLSFPD

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Maik Günther (Salesforce Platform App Builder) / Prof. Dr. Maik Günther (Salesforce Platform Developer)

Contributing Courses to Module

- Salesforce Platform App Builder (DLSFPD01)
- Salesforce Platform Developer (DLSFPD02)

Module Exam Type

Module Exam

Split Exam

Salesforce Platform App Builder

- Study Format "Distance Learning": Written Assessment: Project Report

Salesforce Platform Developer

- Study Format "Distance Learning": Oral Project Report

Weight of Module

see curriculum

<p>Module Contents</p> <p>Salesforce Platform App Builder</p> <p>Using the learning platform Trailhead students will learn the fundamentals of Salesforce. At the end of the course, the students will be able to design, build and deploy custom applications. This course prepares them for the Salesforce Platform App Builder Certification.</p> <p>Salesforce Platform Developer</p> <p>Using the learning platform Trailhead students will learn how to develop own applications, built from various parts of the Salesforce platform. At the end of the course they will be able to use Apex, Visualforce and basic Lightning components. This course prepares the students for the Salesforce Platform Developer I Certification.</p>	
<p>Learning Outcomes</p> <p>Salesforce Platform App Builder</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ define what Salesforce and customer relationship management is, ▪ design the data model, user interface, and business logic for custom applications, ▪ customize applications for mobile use, ▪ design reports and dashboards, ▪ manage application security and deploy custom applications. <p>Salesforce Platform Developer</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ develop own applications using Apex and basic Lightning components, ▪ write SOSL, SOQL and DML statements, ▪ use Visualforce to build custom user interfaces for mobile and web apps, ▪ build reusable, performant components that follow modern web standards, ▪ use the built-in testing framework to test Apex and Visualforce. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the field of Marketing & Sales</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programs in the Marketing & Communication field</p>

Salesforce Platform App Builder

Course Code: DLSFPD01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Salesforce is the most used software solution for customer relationship management worldwide. This solution can be customized and personalized for the needs of customers, partners and employees. Using the learning platform Trailhead, students will learn independently the fundamentals of Salesforce and the development of customized application. This course prepares students for the Salesforce Platform App Builder Certification.

Course Outcomes

On successful completion, students will be able to

- define what Salesforce and customer relationship management is,
- design the data model, user interface, and business logic for custom applications,
- customize applications for mobile use,
- design reports and dashboards,
- manage application security and deploy custom applications.

Contents

- The content on the learning platform focuses on the features and functionality to design, build and deploy custom applications. The content also provides knowledge to define business logic and process automation declaratively. Furthermore, the design and management of the correct data models and the customization of applications for individual needs is included in this course. Thus, the content of this course enables to automate repetitive tasks and to optimize processes in customer organizations.

Literature
Compulsory Reading
Further Reading <ul style="list-style-type: none">▪ Gupta, R. (2019): Salesforce Platform App Builder Certification. A Practical Study Guide. 1st ed., Apress.▪ Weinmeister, P. (2019): Practical Salesforce Development Without Code. Building Declarative Solutions on the Salesforce Platform. 2nd ed., Apress, Berkeley.▪ Shaalan, S. (2020): Salesforce for Beginners. A step-by-step guide to creating, managing, and automating sales and marketing processes. Packt Publishing, Birmingham.▪ Benioff, M./Langley, M. (2019): Trailblazer. The Power of Business as the Greatest Platform for Change. 1st ed.

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Salesforce Platform Developer

Course Code: DLSFPD02

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

The Salesforce platform not only forms the foundation of core Salesforce products like Sales Cloud and Service Cloud, but it is also possible to build own functionalities and own applications. Using the learning platform Trailhead, students will learn how to use the programmatic pillars of the Salesforce platform: Lightning components, Apex and Visualforce. This course prepares students for the Salesforce Platform Developer I Certification.

Course Outcomes

On successful completion, students will be able to

- develop own applications using Apex and basic Lightning components,
- write SOSL, SOQL and DML statements,
- use Visualforce to build custom user interfaces for mobile and web apps,
- build reusable, performant components that follow modern web standards,
- use the built-in testing framework to test Apex and Visualforce.

Contents

- The content on the learning platform focuses on the development of own functionality and own applications, built from various parts of the Salesforce platform. The content enables to use the programmatic elements Lightning components, Apex and Visualforce. Furthermore, knowledge is provided for data modeling, process automation, user interface design, testing and deployment. Thus, the content of this course enables to extend Salesforce by individual applications to cover the needs in customer organizations.

Literature

Compulsory Reading

Further Reading

- Salesforce (2020): Developer Documentation. (URL: <https://developer.salesforce.com/docs/> [accessed: 12.12.2020])

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Oral Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

DLSFPD02

Mobile Software Engineering

Module Code: DLBCSEMSE

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

N.N. (Mobile Software Engineering I) / N.N. (Mobile Software Engineering II)

Contributing Courses to Module

- Mobile Software Engineering I (DLBCSEMSE01)
- Mobile Software Engineering II (DLBCSEMSE02)

Module Exam Type

Module Exam

Split Exam

Mobile Software Engineering I

- Study Format "Distance Learning": Exam, 90 Minutes

Mobile Software Engineering II

- Study Format "Distance Learning": Written Assessment: Project Report

Weight of Module

see curriculum

<p>Module Contents</p> <p>Mobile Software Engineering I</p> <ul style="list-style-type: none"> ▪ Basics of mobile software development ▪ Android system architecture ▪ Development environment ▪ Core components of an Android app ▪ Interaction between application components ▪ Advanced techniques <p>Mobile Software Engineering II</p> <p>Conception, implementation, and documentation of small, mobile applications on the basis of a concrete task.</p>	
<p>Learning Outcomes</p> <p>Mobile Software Engineering I</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ recognize the differences and peculiarities of software development for mobile systems and explain them. ▪ differentiate between different activities, roles, and risks in the creation, operation, and maintenance of mobile software systems. ▪ explain and differentiate between the architecture and technical features of the Android platform. ▪ independently create mobile software systems to solve concrete problems for the “Android” platform. <p>Mobile Software Engineering II</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ independently design and create a prototype of a small mobile application to solve a specific problem. ▪ recognize typical problems and challenges in the practical implementation of small mobile applications. ▪ document the conception and implementation of small, independently designed and implemented mobile applications. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the fields of Computer Science & Software Development</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programs in the IT & Technology fields</p>

Mobile Software Engineering I

Course Code: DLBCSEMSE01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Using the mobile platform "Android" as an example, it will be demonstrated how the programming of mobile applications (apps) differs from the development of browser-based information systems, which technologies and programming concepts are typically used, and which typical challenges there are in app development for industrial applications.

Course Outcomes

On successful completion, students will be able to

- recognize the differences and peculiarities of software development for mobile systems and explain them.
- differentiate between different activities, roles, and risks in the creation, operation, and maintenance of mobile software systems.
- explain and differentiate between the architecture and technical features of the Android platform.
- independently create mobile software systems to solve concrete problems for the "Android" platform.

Contents

1. Basics of Mobile Software Development
 - 1.1 Special Features of Mobile Devices
 - 1.2 Special Features of Mobile Software Development
 - 1.3 Classification of Mobile Devices
 - 1.4 The Android Platform
2. Android System Architecture
 - 2.1 The Android System
 - 2.2 Safety and Security
 - 2.3 Communication with Networks
3. Development Environment
 - 3.1 Android Studio
 - 3.2 First App and Emulator Test
 - 3.3 Application Deployment

4. Core Components of an Android App
 - 4.1 Overview of the Components of an Android App
 - 4.2 Activities, Layouts, and Views
 - 4.3 Resources
 - 4.4 Summary in an App
 - 4.5 Graphic Design
5. Interaction Between Application Components
 - 5.1 Intents
 - 5.2 Services
 - 5.3 Broadcast Receiver
6. Advanced Techniques
 - 6.1 Threading
 - 6.2 Application Memory

Literature

Compulsory Reading

Further Reading

- Becker, A./Pant, M. (2015): Android 5. Programmieren für Smartphones und Tablets. 4. Auflage, dpunkt.verlag, Heidelberg.
- Eason, J. (2014): Android Studio 1.0. (URL: <https://android-developers.googleblog.com/2014/12/android-studio-10.html>)
- Eason, J. (2014): Android Studio 1.0. (URL: <https://android-developers.googleblog.com/2014/12/android-studio-10.html> [letzter Zugriff: 12.06.2015]).
- Franke, F./Ippen, J. (2012): Apps mit HTML5 und CSS3. Galileo Computing, Bonn.
- Google Inc. (Hrsg.) (2015): Android Developer Guide. (URL: <http://developer.android.com/guide>) [letzter Zugriff: 12.06.2015]).
- Google Inc. (Hrsg.) (2015): App Components. (URL: <http://developer.android.com/guide/components/index.html> [letzter Zugriff: 12.06.2015]).
- Google Inc. (Hrsg.) (2015): Installing the Android SDK. (URL: <http://developer.android.com/sdk/installing/index.html>[letzter Zugriff: 13.05.2015]).
- Google Inc. (Hrsg.) (2015): Resources Overview. (URL: <http://developer.android.com/guide/topics/resources/overview.html>[letzter Zugriff: 12.06.2015]).

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Mobile Software Engineering II

Course Code: DLBCSEMSE02

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Using the knowledge gained in the course "Mobile Software Engineering using the Android platform as an example", students independently create a mobile application and document its conception and implementation.

Course Outcomes

On successful completion, students will be able to

- independently design and create a prototype of a small mobile application to solve a specific problem.
- recognize typical problems and challenges in the practical implementation of small mobile applications.
- document the conception and implementation of small, independently designed and implemented mobile applications.

Contents

- Conception, implementation, and documentation of small, mobile applications on the basis of a concrete task. Possible topics are, for example:
- A radio app to improve the exchange between listeners and stations in general, and listeners and radio presenters in particular.
- An app that allows a group of board game fans to better organize their regular evening game.
- An app that these supervisors at IUBH can use to improve their supervision processes.

Literature**Compulsory Reading****Further Reading**

- Eason, J. (2014): Android Studio 1.0. (URL: <http://android-developers.blogspot.de/2014/12/android-studio-10.html> [letzter Zugriff: 12.06.2015]).
- Google Inc. (Hrsg.) (2015): Android Developer Guide. (URL: <http://developer.android.com/guide>)
- Google Inc. (Hrsg.) (2015a): App Components. (URL: <http://developer.android.com/guide/components/index.html> [letzter Zugriff: 12.06.2015]).
- Google Inc. (Hrsg.) (2015b): Installing the Android SDK. (URL: <http://developer.android.com/sdk/installing/index.html> [letzter Zugriff: 13.05.2015]).
- Google Inc. (Hrsg.) (2015c): Resources Overview. (URL: <http://developer.android.com/guide/topics/resources/overview.html> [letzter Zugriff: 12.06.2015]).
- Hipp, Wyrick & Company, Inc. (Hrsg.) (2015): SQLite Webseite. (URL: <http://sqlite.org/index.html> [letzter Zugriff: 12.06.2015]).

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Big Data and Cloud Technologies

Module Code: DLBCSEBDCT

Module Type see curriculum	Admission Requirements <ul style="list-style-type: none"> ▪ none ▪ DLBCSDMDS01 	Study Level BA	CP 10	Student Workload 300 h
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Semester / Term see curriculum	Duration Minimum 1 semester	Regularly offered in WiSe/SoSe	Language of Instruction English
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Module Coordinator

Prof. Dr. Christian Müller-Kett (Big Data Technologies) / Prof. Dr. Thomas Zöller (Cloud Computing)

Contributing Courses to Module

- Big Data Technologies (DLBDSBDT01)
- Cloud Computing (DLBDSCC01)

Module Exam Type

Module Exam

Split Exam

Big Data Technologies

- Study Format "Distance Learning": Exam, 90 Minutes

Cloud Computing

- Study Format "Distance Learning": Exam, 90 Minutes

Weight of Module

see curriculum

Module Contents**Big Data Technologies**

- Data types and data sources
- Text-based and binary data formats
- Distributed systems
- Streaming frameworks
- NoSQL approach to data storage

Cloud Computing

- Cloud computing fundamentals
- Relevant enabling technologies for cloud computing
- Introduction to serverless computing
- Established cloud platforms
- Cloud offerings for data science and analytics

Learning Outcomes**Big Data Technologies**

On successful completion, students will be able to

- name types and sources of data.
- understand text-based and binary data formats.
- analyze the requirements and constraints of distributed analysis systems.
- evaluate the applications of streaming frameworks.
- describe the motivation for NoSQL data stores and categorize pertaining established concepts.

Cloud Computing

On successful completion, students will be able to

- understand the fundamentals of cloud computing and cloud service models.
- recognize enabling technologies that underlie current cloud offerings.
- cite the principles of serverless computing.
- analyze characteristics of established cloud offerings.
- describe cloud options for data science and machine learning

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Big Data Technologies

Course Code: DLBDSBDT01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	DLBCSDMDS01

Course Description

Data are often considered the “new oil”, the raw material from which value is created. To harness the power of data, the data need to be stored and processed on a technical level. This course introduces the four “Vs” of data, as well as typical data sources and types. The course discusses the most common data storage formats encountered in modern systems, focusing both on text-based as well as binary data formats. Handling large amounts of data poses significant challenges for the underlying infrastructure. The course discusses the most important distributed and streaming data handling frameworks which are used in leading edge applications.

Course Outcomes

On successful completion, students will be able to

- name types and sources of data.
- understand text-based and binary data formats.
- analyze the requirements and constraints of distributed analysis systems.
- evaluate the applications of streaming frameworks.
- describe the motivation for NoSQL data stores and categorize pertaining established concepts.

Contents

1. Data Types and Data Sources
 - 1.1 The 4Vs of data: volume, velocity, variety, veracity
 - 1.2 Data sources
 - 1.3 Data types
2. Text-Based and Binary Data Formats
 - 2.1 Simple formats: CSV, YAML
 - 2.2 XML
 - 2.3 JSON
 - 2.4 Hierarchical data format 5 (HDF 5)
 - 2.5 Apache Parquet
 - 2.6 Apache Arrow

3. NoSQL data stores
 - 3.1 Introduction and motivation
 - 3.2 Approaches and technical concepts
4. Distributed Systems
 - 4.1 Hadoop & MapReduce
 - 4.2 Hadoop file system (HDFS)
 - 4.3 Spark
 - 4.4 DASK
5. Streaming Frameworks
 - 5.1 Spark streaming
 - 5.2 Kafka

Literature

Compulsory Reading

Further Reading

- Karau, H., Konwinski, A., Wendell, A., & Zaharia, M. (2015). Learning spark: Lightning-fast data analysis. Sebastopol, CA: O'Reilly.
- Kleppmann, M. (2017). Designing data-intensive applications: The big ideas behind reliable, scalable, and maintainable systems. Sebastopol, CA: O'Reilly.
- Narkhede, N., Shapira, G., & Palino, T. (2017). Kafka: The definitive guide: Real-time data and stream processing at scale. Sebastopol, CA: O'Reilly.
- Psaltis, A. (2017). Streaming data: Understanding the real-time pipeline. Shelter Island, NY: Manning.
- White, T. (2015). Hadoop: The definitive guide: Storage and analysis at Internet scale. Sebastopol, CA: O'Reilly.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Cloud Computing

Course Code: DLBDSCC01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Many of the recent advances in data science, particularly machine learning and artificial intelligence, rely on comprehensive data storage and computing power. Cloud computing is one way of providing that power in a scalable way, without considerable upfront investment in hardware and software resources. This course introduces the area of cloud computing together with its enabling technologies. Moreover, the most cutting-edge advances like serverless computing and storage are illustrated. Finally, a thorough overview on popular cloud offerings, especially in regard to analytics capabilities, is given.

Course Outcomes

On successful completion, students will be able to

- understand the fundamentals of cloud computing and cloud service models.
- recognize enabling technologies that underlie current cloud offerings.
- cite the principles of serverless computing.
- analyze characteristics of established cloud offerings.
- describe cloud options for data science and machine learning

Contents

1. Introduction to Cloud Computing
 - 1.1 Fundamentals of Cloud computing
 - 1.2 Cloud Service Models
 - 1.3 Benefits and Risks
2. Enabling Technology
 - 2.1 Virtualization and Containerization
 - 2.2 Storage Technology
 - 2.3 Networks and RESTful Services
3. Serverless Computing
 - 3.1 Introduction to Serverless Computing
 - 3.2 Benefits
 - 3.3 Limitations

4. Established Cloud Platforms
 - 4.1 Google Cloud Platform
 - 4.2 Amazon Web Services
 - 4.3 Microsoft Azure

5. Data Science in the Cloud
 - 5.1 Google Data Science and Machine Learning Services
 - 5.2 Amazon Web Services Data Science and Machine Learning Services
 - 5.3 Microsoft Azure Data Science and Machine Learning Services

Literature

Compulsory Reading

Further Reading

- Chapin, J., & Roberts, M. (2017). What is serverless? Sebastopol, CA: O'Reilly Media.
- Goessling, S., & Jackson, K. L. (2018). Architecting cloud computing solutions. Birmingham: Packt Publishing.
- Kavis, M. J. (2014). Architecting the cloud: Design decisions for cloud computing service models (SaaS, PaaS, and IaaS). Hoboken, NJ: Wiley.
- Mahmood, Z., Puttini, R., & Erl, T. (2013). Cloud computing: Concepts, technology & architecture. Boston, MA: Prentice Hall.
- Rafaels, R. (2018). Cloud computing (2nd ed.). Scotts Valley, CA: CreateSpace Independent Publishing Platform.
- Sehgal, N. K., & Bhatt, P. C. P. (2018). Cloud computing: Concepts and practices. Cham: Springer.
- Zonooz, P. Farr, E., Arora, K., & Laszewski, T. (2018). Cloud native architectures. Birmingham: Packt Publishing.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Business Intelligence

Module Code: DLBCSEBI

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Sebastian Werning (Business Intelligence) / Prof. Dr. Sebastian Werning (Project: Business Intelligence)

Contributing Courses to Module

- Business Intelligence (DLBCSEBI01)
- Project: Business Intelligence (DLBCSEBI02)

Module Exam Type

Module Exam

Split Exam

Business Intelligence

- Study Format "Distance Learning": Exam, 90 Minutes

Project: Business Intelligence

- Study Format "Distance Learning": Written Assessment: Project Report

Weight of Module

see curriculum

Module Contents**Business Intelligence**

- Basics of mobile software development
- Android system architecture
- Development environment
- Core components of an Android app
- Interaction between application components
- Advanced techniques

Project: Business Intelligence

Conception, implementation, and documentation of small, mobile applications on the basis of a concrete task.

Learning Outcomes**Business Intelligence**

On successful completion, students will be able to

- explain the motivation, use cases, and basics of Business Intelligence.
- identify and explain techniques and methods for providing and modeling data, as well as types of data relevant to BI, differentiating between them.
- explain techniques and methods for the generation and storage of information and independently select suitable methods on the basis of concrete requirements.

Project: Business Intelligence

On successful completion, students will be able to

- independently design a solution to a practical problem in the field of Business Intelligence in order to then implement a prototype and document the results.
- identify and explain typical problems and challenges in the design and practical implementation of small BI solutions.

Links to other Modules within the Study Program

This module is similar to other modules in the fields of Computer Science & Software Development

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology fields

Business Intelligence

Course Code: DLBCSEBI01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Business Intelligence (BI) is used to obtain information from company data that is relevant for targeted corporate management and the optimization of business activities. This course introduces and discusses techniques, procedures, and models for data provision, information generation, and analysis, as well the distribution of the information obtained. You will then be able to explain the various subject areas of data warehousing and independently select methods and techniques to meet specific requirements.

Course Outcomes

On successful completion, students will be able to

- explain the motivation, use cases, and basics of Business Intelligence.
- identify and explain techniques and methods for providing and modeling data, as well as types of data relevant to BI, differentiating between them.
- explain techniques and methods for the generation and storage of information and independently select suitable methods on the basis of concrete requirements.

Contents

1. Motivation and Conceptualization
 - 1.1 Motivation and Historical Development
 - 1.2 BI as a Framework
2. Data Provision
 - 2.1 Operative and Dispositive Systems
 - 2.2 The Data Warehouse Concept
 - 2.3 Architectural Variations
3. Data Warehouse
 - 3.1 ETL Process
 - 3.2 DWH and Data Mart
 - 3.3 ODS and Metadata

4. Modelling of Multidimensional Data Spaces
 - 4.1 Data Modeling
 - 4.2 OLAP Cubes
 - 4.3 Physical Storage
 - 4.4 Star and Snowflake Scheme
 - 4.5 Historicization
5. Analysis Systems
 - 5.1 Free Data Research and OLAP
 - 5.2 Reporting Systems
 - 5.3 Model-Based Analysis Systems
 - 5.4 Concept-Oriented Systems
6. Distribution and Access
 - 6.1 Information Distribution
 - 6.2 Information Access

Literature**Compulsory Reading****Further Reading**

- Grossmann, W., & Rinderle-Ma, S. (2015). *Fundamentals of business intelligence*. Springer.
- Kolb, J. (2013). *Business intelligence in plain language: A practical guide to data mining and business analytics*. Createspace.
- Sharda, R., Delen, D., & Turban, E. (2014). *Business intelligence and analytics: Systems for decision support*. Pearson.
- Sherman, R. (2014). *Business intelligence guidebook: From data integration to analytics*. Morgan Kaufmann.
- Vaisman, A., & Zimányi, E. (2016). *Data warehouse systems: Design and implementation*. Springer.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Project: Business Intelligence

Course Code: DLBCSEBI02

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Using well-known methods and techniques from the field of Business Intelligence, students will work independently on a practical question in this course. At the end of the course you will be able to independently design and prototype Business Intelligence applications based on concrete requirements.

Course Outcomes

On successful completion, students will be able to

- independently design a solution to a practical problem in the field of Business Intelligence in order to then implement a prototype and document the results.
- identify and explain typical problems and challenges in the design and practical implementation of small BI solutions.

Contents

- Implementation and documentation of practical questions regarding the use of Business Intelligence applications. Typical scenarios are, for example, "Management of BI projects", "Design of multidimensional data models" and "Prototypical implementation of small BI applications".

Literature

Compulsory Reading

Further Reading

- Christoph Meinel, Hasso Plattner, Larry Leifer (2011): Design Thinking: Understand – Improve – Apply; Springer Berlin Heidelberg
- Jeanne Liedtka (2018): Why Design Thinking Works. In: Harvard Business Review, Issue: 2018/09, pp.72–79
- Christoph Meinel, Larry J. Leifer (2021): Design Thinking Research: Interrogating the Doing; Springer International Publishing

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

DLBCSEBI02

Software Engineering with Python

Module Code: DLBCSESEWP

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	<ul style="list-style-type: none"> ▪ DLBDSIPWP01 or DLBDSIPWP01_D; DLBDSOOFPP01 or IOBP01 ▪ none 	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Max Pumperla (Object oriented and functional programming in Python) / Prof. Dr. Max Pumperla (Data Science Software Engineering)

Contributing Courses to Module

- Object oriented and functional programming in Python (DLBDSOOFPP01)
- Data Science Software Engineering (DLBDSDSSE01)

Module Exam Type

Module Exam

Split Exam

Object oriented and functional programming in Python

- Study Format "Distance Learning": Portfolio (50)

Data Science Software Engineering

- Study Format "Distance Learning": Exam, 90 Minutes (100)

Weight of Module

see curriculum

Module Contents

Object oriented and functional programming in Python

- This course introduces the students to the advanced programming concepts of object orientation and functional programming and how they are realized in the Python programming language.

Data Science Software Engineering

- Traditional project management
- Agile project management
- Testing
- Software development paradigms
- From model to production

Learning Outcomes

Object oriented and functional programming in Python

On successful completion, students will be able to

- explain basic notions in object-oriented programming such as functions and classes.
- understand object-oriented programming concepts and their relation to software design and engineering.
- describe advanced function concepts in Python.
- recognize important ideas from functional programming.
- recall important libraries for functional programming in Python.

Data Science Software Engineering

On successful completion, students will be able to

- understand the concept of project management approaches.
- apply agile approaches in software development.
- create automated software tests.
- understand various software development paradigms.
- evaluate the necessary steps to bring models into a production environment.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Data Science & Artificial Intelligence.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Object oriented and functional programming in Python

Course Code: DLBDSOOFPP01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

This course builds upon basic knowledge of Python programming (Introduction to Programming with Python, DLBDSIPWP) and is concerned with the exposition of advanced Python programming concepts. To this end, important notions of object-oriented programming like classes and objects and pertaining design principles are outlined. Starting from an in-depth discussion of advanced features of Python functions, functional programming concepts and their implementation in Python are conveyed.

Course Outcomes

On successful completion, students will be able to

- explain basic notions in object-oriented programming such as functions and classes.
- understand object-oriented programming concepts and their relation to software design and engineering.
- describe advanced function concepts in Python.
- recognize important ideas from functional programming.
- recall important libraries for functional programming in Python.

Contents

- This course provides students with a thorough introduction to important notions and concepts from the domain of object-oriented programming such as classes, objects, abstraction, encapsulation, inheritance, polymorphism, composition, and delegation. Additionally, the functional programming paradigm and pertaining ideas like functions as first class objects, decorators, pure functions, immutability and higher order functions are conveyed. Pursuant to the portfolio course type, the aforementioned concepts and ideas are explored by hands-on programming projects.

Literature**Compulsory Reading****Further Reading**

- Lott, S. F. (2018): Functional Python programming: Discover the power of functional programming, generator functions, lazy evaluation, the built-in itertools library, and monads. 2nd ed., Packt Publishing, Birmingham.
- Lutz, M. (2013): Learning Python. 5th ed., O'Reilly, Sebastopol, CA.
- Phillips, D. (2018): Python 3 object-oriented programming: Build robust and maintainable software with object-oriented design patterns in Python 3.8. 3rd ed., Packt Publishing, Birmingham.
- Ramalho, L. (2015): Fluent Python: Clear, concise, and effective programming. O'Reilly, Sebastopol, CA.

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Portfolio

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed

Data Science Software Engineering

Course Code: DLBDSSE01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	DLBDSIPWP01 or DLBDSIPWP01_D; DLBDSOOFPP01 or IOBP01

Course Description

A core part of data science is creating value from data. This means not only the creation of sophisticated predictive models but also the development of these models according to modern software development principles. This course gives a detailed overview of the relevant methods and paradigms which data scientists need to know in order to develop enterprise-grade models. This course discusses traditional and agile project management techniques, highlighting both the Kanban and Scrum approaches. It explores relevant software development paradigms such as test-driven development, pair programming, mob programming, and extreme programming. Special focus is given to the topic of testing and the consideration of how to bring a model into a production environment.

Course Outcomes

On successful completion, students will be able to

- understand the concept of project management approaches.
- apply agile approaches in software development.
- create automated software tests.
- understand various software development paradigms.
- evaluate the necessary steps to bring models into a production environment.

Contents

1. Traditional Project Management
 - 1.1 Requirements engineering
 - 1.2 Waterfall model
 - 1.3 Rational unified process
2. Agile Project Management
 - 2.1 Criticism of the waterfall model
 - 2.2 Introduction to SCRUM
 - 2.3 Introduction to Kanban

3. Testing
 - 3.1 Why testing?
 - 3.2 Unit tests
 - 3.3 Integration tests
 - 3.4 Performance monitoring
4. Software Development Paradigms
 - 4.1 Test-driven development (TDD)
 - 4.2 Pair programming
 - 4.3 Mob programming
 - 4.4 Extreme programming
5. From Model to Production
 - 5.1 Continuous delivery
 - 5.2 Continuous integration
 - 5.3 Building a scalable environment

Literature**Compulsory Reading****Further Reading**

- Brooks, G., & Brylow, D. (2019). Computer science: An overview. Pearson Education.
- Hunt, A., & Thomas, D. (1999). The pragmatic programmer: From journeyman to master. Addison-Wesley.
- Martin, R. C. (2008). Clean code. Prentice Hall.
- Sammons, A. (2019). Agile project management with Scrum + Kanban 2 In 1: The last 2 approaches you'll need to become more productive and meet your project goals. M & M Limitless.
- Stephens, R. (2015). Beginning software engineering. John Wiley & Sons

Study Format Distance Learning

Study Format Distance Learning	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

IT project and architecture management

Module Code: DLBCSEITPAM

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

N.N. (IT Project Management) / Prof. Dr. Tobias Brückmann (IT Architecture Management)

Contributing Courses to Module

- IT Project Management (DLBCSEITPAM01)
- IT Architecture Management (DLBCSEITPAM02)

Module Exam Type

Module Exam

Split Exam

IT Project Management

- Study Format "Distance Learning": Exam, 90 Minutes
- Study Format "myStudies": Exam, 90 Minutes

IT Architecture Management

- Study Format "Distance Learning": Exam, 90 Minutes

Weight of Module

see curriculum

Module Contents**IT Project Management**

- Basic terms and foundations of IT project management
- Large and small planning techniques
- Techniques for prioritization, cost-estimation, and project controlling
- Techniques for stakeholder, communication, and risk management
- Organization and structure in IT project management
- Schools of thought in IT project management

IT Architecture Management

- Basic terms and foundations of IT enterprise architectures management
- IT application portfolio management
- Architecture governance
- Modeling of IT enterprise architectures
- Frameworks using TOGAF as an example
- Reference models and sample catalogues

Learning Outcomes**IT Project Management**

On successful completion, students will be able to

- explain and differentiate between the basic principles and tasks of IT project management.
- explain the important practical techniques and methods necessary for the implementation of IT project management.
- describe the basic procedural models and explain their advantages and disadvantages as well as their possible applications.
- identify possible project risks on the basis of given practical scenarios and select suitable measures from IT project management in order to minimize them in a targeted manner.

IT Architecture Management

On successful completion, students will be able to

- describe and explain the basic principles of IT strategy, governance, and architecture management, differentiating between them.
- explain and differentiate the typical activities of IT architecture management, their interrelationships, and their dependencies.
- explain suitable models of IT architecture management, distinguish between them, and explain their intended purpose.
- explain and describe selected IT architectural frameworks as well as reference models and sample catalogues.

Links to other Modules within the Study Program

This module is similar to other modules in the field of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field.

IT Project Management

Course Code: DLBCSEITPAM01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

In this course, typical problems in the management of Software projects are discussed and the methods and techniques used to address challenges conveyed. In addition, standard procedural models for IT project management are explained and their strengths and weaknesses specifically identified.

Course Outcomes

On successful completion, students will be able to

- explain and differentiate between the basic principles and tasks of IT project management.
- explain the important practical techniques and methods necessary for the implementation of IT project management.
- describe the basic procedural models and explain their advantages and disadvantages as well as their possible applications.
- identify possible project risks on the basis of given practical scenarios and select suitable measures from IT project management in order to minimize them in a targeted manner.

Contents

1. Basics Terms and Foundations of IT Project Management
 - 1.1 Definition of a Project and Types of IT Projects
 - 1.2 IT Project Lifecycle
 - 1.3 Multi-Project Management – The Project in the Context of the Organization
2. Planning Techniques
 - 2.1 Large-Scale Planning: Milestones, Sub-tasks, and Work Packages
 - 2.2 Large-Scale Planning: Gantt Charts
 - 2.3 Planning and Organization of Work Packages: Kanban Board
3. Prioritization, Estimation of Costs, Project Controlling
 - 3.1 Prioritization
 - 3.2 Estimation of Costs
 - 3.3 Project Controlling

4. Stakeholder, Communication and Risk Management
 - 4.1 Stakeholder Management
 - 4.2 Communication Management
 - 4.3 Risk Management

5. Organization and Structure in IT Project Management
 - 5.1 Overview and Levels of Management from PRINCE2
 - 5.2 Management Processes in PRINCE2
 - 5.3 Pragmatic IT Project Management (PITPM)
 - 5.4 Configuration of an IT Project in PITPM
 - 5.5 Management of a project in PITPM

6. Schools of Thought in IT Project Management
 - 6.1 Agile Software Development
 - 6.2 Value-Based Software Engineering

Literature

Compulsory Reading

Further Reading

- A Guide to the Project Management Body of Knowledge (PMBOK® Guide) Project Management Institute (2017). Newtown Square, PA, USA, 6th Ed., 589 pages.
- IPMA Individual Competence Baseline for Project, Programme & Portfolio Management International Project Management Association (2015). 4th Ed., 416 pages.
- IPMA Organisational Competence Baseline International Project Management Association (2016). 112 pages.
- Nexus™ Guide Schwaber, K. (2015). Scrum.org, Boston, MA, USA, 11 pages.
- Phillips, J. (2010): IT Project Management. On Track from Start to Finish. 3. Auflage, McGraw-Hill, New York, NY.
- Project Management: A Systems Approach to Planning, Scheduling, and Controlling Kerzner, H. (2017). Wiley & Sons, Hoboken, NJ, USA, 12th Ed., 848 pages.
- Project Management: A Managerial Approach Meredith, J.R., Mantel, S.J. (2015). Wiley & Sons, Hoboken, NJ, USA, 9th Ed., 512 pages.
- Schwalbe, K. (2010): Information Technology Project Management. 6. Auflage, Course Technology, Independence, KY.
- The Scrum Guide™ Schwaber, K., Sutherland (2013). Scrum.org, Boston, MA, USA, 16 pages.
- The Mythical Man Month Fred Brooks, JR (1975). Addison.Wesley

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

IT Architecture Management

Course Code: DLBCSEITPAM02

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

In addition to concrete IT projects, such as the development of a new IT system or the introduction of standard software, a strategic management system for organizational-wide IT infrastructure – that is, for all IT hardware and software systems – must be used. Strategic management is the responsibility of the IT enterprise architect, who operates IT architecture management. Their task is to strategically align IT infrastructure with an organization's business and IT strategy. This course covers the typical concepts, methods, procedures, and IT models of architecture management.

Course Outcomes

On successful completion, students will be able to

- describe and explain the basic principles of IT strategy, governance, and architecture management, differentiating between them.
- explain and differentiate the typical activities of IT architecture management, their interrelationships, and their dependencies.
- explain suitable models of IT architecture management, distinguish between them, and explain their intended purpose.
- explain and describe selected IT architectural frameworks as well as reference models and sample catalogues.

Contents

1. Basic Terms and Foundation for the Management of IT Enterprise Architectures
 - 1.1 IT Enterprise Architecture
 - 1.2 Goals of Enterprise Architecture Management
 - 1.3 Processes in the Management of IT Enterprise Architectures
2. IT Application Portfolio Management
 - 2.1 IT Application Portfolio Management Overview
 - 2.2 Application Manual
 - 2.3 Portfolio Analysis
 - 2.4 Development Planning

3. Architecture Governance
 - 3.1 Organizational Structure
 - 3.2 Policy Development and Enforcement
 - 3.3 Project Support
4. Modeling of IT Enterprise Architectures
 - 4.1 Models in the Context of IT Architecture Management
 - 4.2 Forms of Documentation for Processes and Applications
 - 4.3 Forms of Documentation for Systems and Technologies
5. Frameworks Using the Example of TOGAF
 - 5.1 Fundamentals and Use of IT Architecture Frameworks
 - 5.2 Overview and Categories of EAM Frameworks
 - 5.3 The Open Group Architecture Framework (TOGAF)
6. Reference Models and Sample Catalogues
 - 6.1 Architecture Reference Models
 - 6.2 EAM Design Sample Catalogue

Literature**Compulsory Reading****Further Reading**

- Bernard, S. A. (2020): An Introduction to holistic Enterprise Architecture: Fourth Edition, AuthorHouse, 4th Edition, 322 pages.
- G. R&A (2015): Chess and the Art of Enterprise Architecture Wierda, 252 pages
- Ross, J. W./ Weill, P./Robertson, D. C. (2006): Enterprise Architecture as Strategy. Creating a Foundation for Business Execution. Harvard Business Review Press, Boston, MA.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Internship

Module Code: OPTINTER1

Module Type see curriculum	Admission Requirements On campus offer only	Study Level	CP 10	Student Workload 300 h
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Semester / Term see curriculum	Duration Minimum 1 semester	Regularly offered in WiSe/SoSe	Language of Instruction English
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Module Coordinator

see MyCampus (Internship)

Contributing Courses to Module

- Internship (OPTINTER110)

Module Exam Type

Module Exam

Study Format: On Campus
Reflection (of Practical Work) / Group Reflection

Split Exam

Weight of Module

see curriculum

Module Contents

Internship according to the "Internship Regulations" of the IU.

<p>Learning Outcomes</p> <p>Internship</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ apply skills and knowledge they have obtained during the first three semesters of the programme in an entrepreneurial environment. ▪ develop his / her practical and analytical skills in order to improve his / her employability. ▪ have practical knowledge and learn to work within an organization. ▪ acquire a first deep insight into organisational structures and communication procedures. ▪ apply communication skills, social skills, problem solving, time and project management which will shape their general management skills. ▪ shape their personality with the help of the interdisciplinary nature of the course especially in the area of the key qualifications like interpersonal skills or intercultural skills. 	
<p>Links to other Modules within the Study Program</p> <p>Builds on modules of the chosen degree program</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All on campus offered programs</p>

Internship

Course Code: OPTINTER110

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
	English		10	On campus offer only

Course Description

This module consists of three parts: preparation tutorials. During these tutorials, students will learn about the intention of the internship and about the intellectual as well as social requirements of the working environment. the internship itself, and Workshops that accompany the internship by presentations and give an insight into different companies and working environments by the students.

Course Outcomes

On successful completion, students will be able to

- apply skills and knowledge they have obtained during the first three semesters of the programme in an entrepreneurial environment.
- develop his / her practical and analytical skills in order to improve his / her employability.
- have practical knowledge and learn to work within an organization.
- acquire a first deep insight into organisational structures and communication procedures.
- apply communication skills, social skills, problem solving, time and project management which will shape their general management skills.
- shape their personality with the help of the interdisciplinary nature of the course especially in the area of the key qualifications like interpersonal skills or intercultural skills.

Contents

- Internship according to the “Internship Regulation” of the IU.

Literature

Compulsory Reading

- Sweitzer, F. H. & King, M. A. (2009). The Successful Internship: Personal, Professional, and Civic Development. 3rd ed.. Cengage. ISBN: 0-495-59642-6.
- Kaser, K., Brooks, J. R. & Brooks, K. (2007). Making the Most of your Internship. Thomson. ISBN: 0-538-44432-0.
- Myers Kiser, P. (2008). The Human Services Internship: Getting the Most from your Experience. 2nd ed.. Cengage. ISBN: 0-495-09226-6.

Further Reading

Study Format On Campus

Study Format On Campus	Course Type Practical work
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Reflection (of Practical Work) / Group Reflection

Student Workload					
Self Study 13 h	Presence 0 h	Tutorial 7 h	Self Test 0 h	Practical Experience 280 h	Hours Total 300 h

Instructional Methods
In order to prepare students for their internship, a preparatory lecturing seminar will be held. During their internship, students will report about their progress by writing reports (start up report or mid-term report).

Studium Generale

Module Code: DLBSG_E

Module Type see curriculum	Admission Requirements None	Study Level BA	CP 10	Student Workload 300 h
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Semester / Term see curriculum	Duration Minimum 1 semester	Regularly offered in WiSe/SoSe	Language of Instruction English
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Module Coordinator

N.N. (Studium Generale I) / N.N. (Studium Generale II)

Contributing Courses to Module

- Studium Generale I (DLBSG01_E)
- Studium Generale II (DLBSG02_E)

Module Exam Type

Module Exam

Split Exam

Studium Generale I

Studium Generale II

Weight of Module

see curriculum

Module Contents**Studium Generale I**

In principle, all IU bachelor courses can be selected as courses for the "Studium Generale", so that the content can be chosen from the entire breadth of the IU distance learning program.

Studium Generale II

In principle, all IU bachelor courses can be selected as courses for the "Studium Generale", so that the content can be chosen from the entire breadth of the IU distance learning program.

Learning Outcomes**Studium Generale I**

On successful completion, students will be able to

- apply acquired key competencies to issues in their field of study and/or in their professional environment.
- to deepen one's own skills and abilities in a self-directed manner.
- to look beyond the boundaries of their own area of expertise.

Studium Generale II

On successful completion, students will be able to

- apply acquired key competencies to issues in their field of study and/or in their professional environment.
- to deepen one's own skills and abilities in a self-directed manner.
- to look beyond the boundaries of their own area of expertise.

Links to other Modules within the Study Program

It is a stand-alone offering with possible references to various required and elective modules

Links to other Study Programs of IU International University of Applied Sciences (IU)

All IU Distance Learning Bachelor Programs

Studium Generale I

Course Code: DLBSG01_E

Study Level	Language of Instruction		CP	Admission Requirements
BA	English		5	None

Course Description

In the course "Studium Generale I", students deepen their knowledge in a self-selected subject area by completing an IU course outside their applicable curriculum. This gives them the opportunity to look beyond their own subject area and acquire further competencies. The associated option enables students to self-determine their study content to focus even more on issues relevant to them and/or to strengthen or develop selected competencies.

Course Outcomes

On successful completion, students will be able to

- apply acquired key competencies to issues in their field of study and/or in their professional environment.
- to deepen one's own skills and abilities in a self-directed manner.
- to look beyond the boundaries of their own area of expertise.

Contents

- The course "Studium Generale I" offers students the opportunity to take courses outside of their curriculum and the result can be credited as an elective subject. In principle, all IU bachelor courses that fulfill the following requirements can be chosen for this purpose:
 - They are not part of an integral part of the applicable mandatory curriculum.
 - They do not have admission requirements or students can prove that they have met the admission requirement.
- The examination of the selected courses must be taken in full and finally passed in order to be credited as part of the 'Studium Generale'.

Literature

Compulsory Reading

Further Reading

- See course description of the selected course

Studium Generale II

Course Code: DLBSG02_E

Study Level	Language of Instruction		CP	Admission Requirements
BA	English			None

Course Description

In the course "Studium Generale II", students deepen their knowledge in a self-selected subject area by completing an IU course outside their applicable curriculum. This gives them the opportunity to look beyond their own subject area and acquire further competencies. The associated option enables students to self-determine their study content to focus even more on issues relevant to them and/or to strengthen or develop selected competencies.

Course Outcomes

On successful completion, students will be able to

- apply acquired key competencies to issues in their field of study and/or in their professional environment.
- to deepen one's own skills and abilities in a self-directed manner.
- to look beyond the boundaries of their own area of expertise.

Contents

- The course "Studium Generale II" offers students the opportunity to take courses outside of their curriculum and the result can be credited as an elective subject. In principle, all IU bachelor courses that fulfill the following requirements can be chosen for this purpose:
 - They are not part of an integral part of the applicable mandatory curriculum.
 - They do not have admission requirements or students can prove that they have met the admission requirement.
- The examination of the selected courses must be taken in full and finally passed in order to be credited as part of the 'Studium Generale'.

Literature

Compulsory Reading

Further Reading

- See course description of the selected course

Salesforce Platform Management

Module Code: DLSFPM

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Thomas Bolz (Salesforce Fundamentals) / Prof. Dr. Thomas Bolz (CRM with Salesforce Service Cloud)

Contributing Courses to Module

- Salesforce Fundamentals (DLSFPM01)
- CRM with Salesforce Service Cloud (DLSFPM02)

Module Exam Type

Module Exam

Split Exam

Salesforce Fundamentals

- Study Format "Distance Learning": Written Assessment: Project Report

CRM with Salesforce Service Cloud

- Study Format "Distance Learning": Oral Project Report

Weight of Module

see curriculum

<p>Module Contents</p> <p>Salesforce Fundamentals</p> <p>Using the learning platform trailhead students will learn the fundamentals of Salesforce. At the end of the course students will be able to administer the Salesforce platform. This module prepares them for the Salesforce administrator certification.</p> <p>CRM with Salesforce Service Cloud</p> <p>Using the learning platform trailhead students will learn how to manage customer relationships with Salesforce platform. At the end of the course they will be able to manage the Salesforce service cloud. This module prepares students for the Salesforce service cloud certification.</p>	
<p>Learning Outcomes</p> <p>Salesforce Fundamentals</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ define what Salesforce and customer relationship management is. ▪ describe and compare the different options for importing and exporting data in Salesforce. ▪ create reports and visualize key business metrics in real-time in Salesforce. ▪ create a simple Salesforce app. ▪ control access to data using security tools in Salesforce. <p>CRM with Salesforce Service Cloud</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ set up customer service with Salesforce service cloud. ▪ lead a customer service team in the digital era. ▪ create digital engagement on multiple channels. ▪ define service cloud goals and metrics. ▪ automate case management. ▪ improve customer service using artificial intelligence. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the fields of Marketing & Sales</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programmes in the Marketing fields</p>

Salesforce Fundamentals

Course Code: DLSFPM01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Salesforce is the most used software solution for customer relationship management worldwide. Using the learning platform trailhead students will learn independently the fundamentals of Salesforce. The course introduces Salesforce and explains how to administrate it. Additionally, it presents essentials of the Salesforce platform.

Course Outcomes

On successful completion, students will be able to

- define what Salesforce and customer relationship management is.
- describe and compare the different options for importing and exporting data in Salesforce.
- create reports and visualize key business metrics in real-time in Salesforce.
- create a simple Salesforce app.
- control access to data using security tools in Salesforce.

Contents

- The content on the learning platform focuses on the features and the functionality used to maintain a Salesforce implementation. It provides general knowledge of the features available to end users and the configuration options available to a Salesforce administrator. Furthermore, the content enables to maintain a Salesforce organization, respond to common business requirements, and perform administrative functions using current Salesforce features.

Literature

Compulsory Reading

Further Reading

- Eason, J. (2014): Android Studio 1.0. (URL: <http://android-developers.blogspot.de/2014/12/android-studio-10.html> [letzter Zugriff: 22.04.2016]).

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods
Project Work

CRM with Salesforce Service Cloud

Course Code: DLSFPM02

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

This course facilitates key aspects of setting up customer service with Salesforce service cloud on the learning platform trailhead. The course describes how to implement Salesforce service cloud and manage it. It enables to make better business decisions based on customer service data and to create a service metrics strategy. The course shows how to create processes to help support teams become more efficient and manage large data volumes within Salesforce and prepares students for the Salesforce service cloud certification.

Course Outcomes

On successful completion, students will be able to

- set up customer service with Salesforce service cloud.
- lead a customer service team in the digital era.
- create digital engagement on multiple channels.
- define service cloud goals and metrics.
- automate case management.
- improve customer service using artificial intelligence.

Contents

- The content on the learning platform focuses on designing and deploying solutions that support customer business processes and requirements using Salesforce applications. The content enables to design solutions using the Service Cloud functionality and to lead the implementation of these solutions within a customer organization.

Literature

Compulsory Reading

Further Reading

- Eason, J. (2014): Android Studio 1.0. (URL: <http://android-developers.blogspot.de/2014/12/android-studio-10.html> [letzter Zugriff: 22.04.2016]).

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Oral Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods
Project Work

6. Semester

Salesforce Platform Development

Module Code: DLSFPD

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Maik Günther (Salesforce Platform App Builder) / Prof. Dr. Maik Günther (Salesforce Platform Developer)

Contributing Courses to Module

- Salesforce Platform App Builder (DLSFPD01)
- Salesforce Platform Developer (DLSFPD02)

Module Exam Type

Module Exam

Split Exam

Salesforce Platform App Builder

- Study Format "Distance Learning": Written Assessment: Project Report

Salesforce Platform Developer

- Study Format "Distance Learning": Oral Project Report

Weight of Module

see curriculum

<p>Module Contents</p> <p>Salesforce Platform App Builder</p> <p>Using the learning platform Trailhead students will learn the fundamentals of Salesforce. At the end of the course, the students will be able to design, build and deploy custom applications. This course prepares them for the Salesforce Platform App Builder Certification.</p> <p>Salesforce Platform Developer</p> <p>Using the learning platform Trailhead students will learn how to develop own applications, built from various parts of the Salesforce platform. At the end of the course they will be able to use Apex, Visualforce and basic Lightning components. This course prepares the students for the Salesforce Platform Developer I Certification.</p>	
<p>Learning Outcomes</p> <p>Salesforce Platform App Builder</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ define what Salesforce and customer relationship management is, ▪ design the data model, user interface, and business logic for custom applications, ▪ customize applications for mobile use, ▪ design reports and dashboards, ▪ manage application security and deploy custom applications. <p>Salesforce Platform Developer</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ develop own applications using Apex and basic Lightning components, ▪ write SOSL, SOQL and DML statements, ▪ use Visualforce to build custom user interfaces for mobile and web apps, ▪ build reusable, performant components that follow modern web standards, ▪ use the built-in testing framework to test Apex and Visualforce. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the field of Marketing & Sales</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programs in the Marketing & Communication field</p>

Salesforce Platform App Builder

Course Code: DLSFPD01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Salesforce is the most used software solution for customer relationship management worldwide. This solution can be customized and personalized for the needs of customers, partners and employees. Using the learning platform Trailhead, students will learn independently the fundamentals of Salesforce and the development of customized application. This course prepares students for the Salesforce Platform App Builder Certification.

Course Outcomes

On successful completion, students will be able to

- define what Salesforce and customer relationship management is,
- design the data model, user interface, and business logic for custom applications,
- customize applications for mobile use,
- design reports and dashboards,
- manage application security and deploy custom applications.

Contents

- The content on the learning platform focuses on the features and functionality to design, build and deploy custom applications. The content also provides knowledge to define business logic and process automation declaratively. Furthermore, the design and management of the correct data models and the customization of applications for individual needs is included in this course. Thus, the content of this course enables to automate repetitive tasks and to optimize processes in customer organizations.

Literature**Compulsory Reading****Further Reading**

- Gupta, R. (2019): Salesforce Platform App Builder Certification. A Practical Study Guide. 1st ed., Apress.
- Weinmeister, P. (2019): Practical Salesforce Development Without Code. Building Declarative Solutions on the Salesforce Platform. 2nd ed., Apress, Berkeley.
- Shaalan, S. (2020): Salesforce for Beginners. A step-by-step guide to creating, managing, and automating sales and marketing processes. Packt Publishing, Birmingham.
- Benioff, M./Langley, M. (2019): Trailblazer. The Power of Business as the Greatest Platform for Change. 1st ed.

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Salesforce Platform Developer

Course Code: DLSFPD02

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

The Salesforce platform not only forms the foundation of core Salesforce products like Sales Cloud and Service Cloud, but it is also possible to build own functionalities and own applications. Using the learning platform Trailhead, students will learn how to use the programmatic pillars of the Salesforce platform: Lightning components, Apex and Visualforce. This course prepares students for the Salesforce Platform Developer I Certification.

Course Outcomes

On successful completion, students will be able to

- develop own applications using Apex and basic Lightning components,
- write SOSL, SOQL and DML statements,
- use Visualforce to build custom user interfaces for mobile and web apps,
- build reusable, performant components that follow modern web standards,
- use the built-in testing framework to test Apex and Visualforce.

Contents

- The content on the learning platform focuses on the development of own functionality and own applications, built from various parts of the Salesforce platform. The content enables to use the programmatic elements Lightning components, Apex and Visualforce. Furthermore, knowledge is provided for data modeling, process automation, user interface design, testing and deployment. Thus, the content of this course enables to extend Salesforce by individual applications to cover the needs in customer organizations.

Literature

Compulsory Reading

Further Reading

- Salesforce (2020): Developer Documentation. (URL: <https://developer.salesforce.com/docs/> [accessed: 12.12.2020])

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Oral Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

DLSFPD02

Mobile Software Engineering

Module Code: DLBCSEMSE

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

N.N. (Mobile Software Engineering I) / N.N. (Mobile Software Engineering II)

Contributing Courses to Module

- Mobile Software Engineering I (DLBCSEMSE01)
- Mobile Software Engineering II (DLBCSEMSE02)

Module Exam Type

Module Exam

Split Exam

Mobile Software Engineering I

- Study Format "Distance Learning": Exam, 90 Minutes

Mobile Software Engineering II

- Study Format "Distance Learning": Written Assessment: Project Report

Weight of Module

see curriculum

<p>Module Contents</p> <p>Mobile Software Engineering I</p> <ul style="list-style-type: none"> ▪ Basics of mobile software development ▪ Android system architecture ▪ Development environment ▪ Core components of an Android app ▪ Interaction between application components ▪ Advanced techniques <p>Mobile Software Engineering II</p> <p>Conception, implementation, and documentation of small, mobile applications on the basis of a concrete task.</p>	
<p>Learning Outcomes</p> <p>Mobile Software Engineering I</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ recognize the differences and peculiarities of software development for mobile systems and explain them. ▪ differentiate between different activities, roles, and risks in the creation, operation, and maintenance of mobile software systems. ▪ explain and differentiate between the architecture and technical features of the Android platform. ▪ independently create mobile software systems to solve concrete problems for the “Android” platform. <p>Mobile Software Engineering II</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ independently design and create a prototype of a small mobile application to solve a specific problem. ▪ recognize typical problems and challenges in the practical implementation of small mobile applications. ▪ document the conception and implementation of small, independently designed and implemented mobile applications. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the fields of Computer Science & Software Development</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programs in the IT & Technology fields</p>

Mobile Software Engineering I

Course Code: DLBCSEMSE01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Using the mobile platform "Android" as an example, it will be demonstrated how the programming of mobile applications (apps) differs from the development of browser-based information systems, which technologies and programming concepts are typically used, and which typical challenges there are in app development for industrial applications.

Course Outcomes

On successful completion, students will be able to

- recognize the differences and peculiarities of software development for mobile systems and explain them.
- differentiate between different activities, roles, and risks in the creation, operation, and maintenance of mobile software systems.
- explain and differentiate between the architecture and technical features of the Android platform.
- independently create mobile software systems to solve concrete problems for the "Android" platform.

Contents

1. Basics of Mobile Software Development
 - 1.1 Special Features of Mobile Devices
 - 1.2 Special Features of Mobile Software Development
 - 1.3 Classification of Mobile Devices
 - 1.4 The Android Platform
2. Android System Architecture
 - 2.1 The Android System
 - 2.2 Safety and Security
 - 2.3 Communication with Networks
3. Development Environment
 - 3.1 Android Studio
 - 3.2 First App and Emulator Test
 - 3.3 Application Deployment

4. Core Components of an Android App
 - 4.1 Overview of the Components of an Android App
 - 4.2 Activities, Layouts, and Views
 - 4.3 Resources
 - 4.4 Summary in an App
 - 4.5 Graphic Design
5. Interaction Between Application Components
 - 5.1 Intents
 - 5.2 Services
 - 5.3 Broadcast Receiver
6. Advanced Techniques
 - 6.1 Threading
 - 6.2 Application Memory

Literature

Compulsory Reading

Further Reading

- Becker, A./Pant, M. (2015): Android 5. Programmieren für Smartphones und Tablets. 4. Auflage, dpunkt.verlag, Heidelberg.
- Eason, J. (2014): Android Studio 1.0. (URL: <https://android-developers.googleblog.com/2014/12/android-studio-10.html>)
- Eason, J. (2014): Android Studio 1.0. (URL: <https://android-developers.googleblog.com/2014/12/android-studio-10.html> [letzter Zugriff: 12.06.2015]).
- Franke, F./Ippen, J. (2012): Apps mit HTML5 und CSS3. Galileo Computing, Bonn.
- Google Inc. (Hrsg.) (2015): Android Developer Guide. (URL: <http://developer.android.com/guide>) [letzter Zugriff: 12.06.2015]).
- Google Inc. (Hrsg.) (2015): App Components. (URL: <http://developer.android.com/guide/components/index.html> [letzter Zugriff: 12.06.2015]).
- Google Inc. (Hrsg.) (2015): Installing the Android SDK. (URL: <http://developer.android.com/sdk/installing/index.html>[letzter Zugriff: 13.05.2015]).
- Google Inc. (Hrsg.) (2015): Resources Overview. (URL: <http://developer.android.com/guide/topics/resources/overview.html>[letzter Zugriff: 12.06.2015]).

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Mobile Software Engineering II

Course Code: DLBCSEMSE02

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Using the knowledge gained in the course "Mobile Software Engineering using the Android platform as an example", students independently create a mobile application and document its conception and implementation.

Course Outcomes

On successful completion, students will be able to

- independently design and create a prototype of a small mobile application to solve a specific problem.
- recognize typical problems and challenges in the practical implementation of small mobile applications.
- document the conception and implementation of small, independently designed and implemented mobile applications.

Contents

- Conception, implementation, and documentation of small, mobile applications on the basis of a concrete task. Possible topics are, for example:
- A radio app to improve the exchange between listeners and stations in general, and listeners and radio presenters in particular.
- An app that allows a group of board game fans to better organize their regular evening game.
- An app that these supervisors at IUBH can use to improve their supervision processes.

Literature**Compulsory Reading****Further Reading**

- Eason, J. (2014): Android Studio 1.0. (URL: <http://android-developers.blogspot.de/2014/12/android-studio-10.html> [letzter Zugriff: 12.06.2015]).
- Google Inc. (Hrsg.) (2015): Android Developer Guide. (URL: <http://developer.android.com/guide>)
- Google Inc. (Hrsg.) (2015a): App Components. (URL: <http://developer.android.com/guide/components/index.html> [letzter Zugriff: 12.06.2015]).
- Google Inc. (Hrsg.) (2015b): Installing the Android SDK. (URL: <http://developer.android.com/sdk/installing/index.html> [letzter Zugriff: 13.05.2015]).
- Google Inc. (Hrsg.) (2015c): Resources Overview. (URL: <http://developer.android.com/guide/topics/resources/overview.html> [letzter Zugriff: 12.06.2015]).
- Hipp, Wyrick & Company, Inc. (Hrsg.) (2015): SQLite Webseite. (URL: <http://sqlite.org/index.html> [letzter Zugriff: 12.06.2015]).

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Big Data and Cloud Technologies

Module Code: DLBCSEBDCT

Module Type see curriculum	Admission Requirements <ul style="list-style-type: none"> ▪ none ▪ DLBCSDMDS01 	Study Level BA	CP 10	Student Workload 300 h
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Semester / Term see curriculum	Duration Minimum 1 semester	Regularly offered in WiSe/SoSe	Language of Instruction English
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Module Coordinator

Prof. Dr. Christian Müller-Kett (Big Data Technologies) / Prof. Dr. Thomas Zöller (Cloud Computing)

Contributing Courses to Module

- Big Data Technologies (DLBDSBDT01)
- Cloud Computing (DLBDSCC01)

Module Exam Type

Module Exam

Split Exam

Big Data Technologies

- Study Format "Distance Learning": Exam, 90 Minutes

Cloud Computing

- Study Format "Distance Learning": Exam, 90 Minutes

Weight of Module

see curriculum

Module Contents**Big Data Technologies**

- Data types and data sources
- Text-based and binary data formats
- Distributed systems
- Streaming frameworks
- NoSQL approach to data storage

Cloud Computing

- Cloud computing fundamentals
- Relevant enabling technologies for cloud computing
- Introduction to serverless computing
- Established cloud platforms
- Cloud offerings for data science and analytics

Learning Outcomes**Big Data Technologies**

On successful completion, students will be able to

- name types and sources of data.
- understand text-based and binary data formats.
- analyze the requirements and constraints of distributed analysis systems.
- evaluate the applications of streaming frameworks.
- describe the motivation for NoSQL data stores and categorize pertaining established concepts.

Cloud Computing

On successful completion, students will be able to

- understand the fundamentals of cloud computing and cloud service models.
- recognize enabling technologies that underlie current cloud offerings.
- cite the principles of serverless computing.
- analyze characteristics of established cloud offerings.
- describe cloud options for data science and machine learning

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Big Data Technologies

Course Code: DLBDSBDT01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	DLBCSDMDS01

Course Description

Data are often considered the “new oil”, the raw material from which value is created. To harness the power of data, the data need to be stored and processed on a technical level. This course introduces the four “Vs” of data, as well as typical data sources and types. The course discusses the most common data storage formats encountered in modern systems, focusing both on text-based as well as binary data formats. Handling large amounts of data poses significant challenges for the underlying infrastructure. The course discusses the most important distributed and streaming data handling frameworks which are used in leading edge applications.

Course Outcomes

On successful completion, students will be able to

- name types and sources of data.
- understand text-based and binary data formats.
- analyze the requirements and constraints of distributed analysis systems.
- evaluate the applications of streaming frameworks.
- describe the motivation for NoSQL data stores and categorize pertaining established concepts.

Contents

1. Data Types and Data Sources
 - 1.1 The 4Vs of data: volume, velocity, variety, veracity
 - 1.2 Data sources
 - 1.3 Data types
2. Text-Based and Binary Data Formats
 - 2.1 Simple formats: CSV, YAML
 - 2.2 XML
 - 2.3 JSON
 - 2.4 Hierarchical data format 5 (HDF 5)
 - 2.5 Apache Parquet
 - 2.6 Apache Arrow

3. NoSQL data stores
 - 3.1 Introduction and motivation
 - 3.2 Approaches and technical concepts
4. Distributed Systems
 - 4.1 Hadoop & MapReduce
 - 4.2 Hadoop file system (HDFS)
 - 4.3 Spark
 - 4.4 DASK
5. Streaming Frameworks
 - 5.1 Spark streaming
 - 5.2 Kafka

Literature

Compulsory Reading

Further Reading

- Karau, H., Konwinski, A., Wendell, A., & Zaharia, M. (2015). Learning spark: Lightning-fast data analysis. Sebastopol, CA: O'Reilly.
- Kleppmann, M. (2017). Designing data-intensive applications: The big ideas behind reliable, scalable, and maintainable systems. Sebastopol, CA: O'Reilly.
- Narkhede, N., Shapira, G., & Palino, T. (2017). Kafka: The definitive guide: Real-time data and stream processing at scale. Sebastopol, CA: O'Reilly.
- Psaltis, A. (2017). Streaming data: Understanding the real-time pipeline. Shelter Island, NY: Manning.
- White, T. (2015). Hadoop: The definitive guide: Storage and analysis at Internet scale. Sebastopol, CA: O'Reilly.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Cloud Computing

Course Code: DLBDSCC01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Many of the recent advances in data science, particularly machine learning and artificial intelligence, rely on comprehensive data storage and computing power. Cloud computing is one way of providing that power in a scalable way, without considerable upfront investment in hardware and software resources. This course introduces the area of cloud computing together with its enabling technologies. Moreover, the most cutting-edge advances like serverless computing and storage are illustrated. Finally, a thorough overview on popular cloud offerings, especially in regard to analytics capabilities, is given.

Course Outcomes

On successful completion, students will be able to

- understand the fundamentals of cloud computing and cloud service models.
- recognize enabling technologies that underlie current cloud offerings.
- cite the principles of serverless computing.
- analyze characteristics of established cloud offerings.
- describe cloud options for data science and machine learning

Contents

1. Introduction to Cloud Computing
 - 1.1 Fundamentals of Cloud computing
 - 1.2 Cloud Service Models
 - 1.3 Benefits and Risks
2. Enabling Technology
 - 2.1 Virtualization and Containerization
 - 2.2 Storage Technology
 - 2.3 Networks and RESTful Services
3. Serverless Computing
 - 3.1 Introduction to Serverless Computing
 - 3.2 Benefits
 - 3.3 Limitations

4. Established Cloud Platforms
 - 4.1 Google Cloud Platform
 - 4.2 Amazon Web Services
 - 4.3 Microsoft Azure

5. Data Science in the Cloud
 - 5.1 Google Data Science and Machine Learning Services
 - 5.2 Amazon Web Services Data Science and Machine Learning Services
 - 5.3 Microsoft Azure Data Science and Machine Learning Services

Literature

Compulsory Reading

Further Reading

- Chapin, J., & Roberts, M. (2017). What is serverless? Sebastopol, CA: O'Reilly Media.
- Goessling, S., & Jackson, K. L. (2018). Architecting cloud computing solutions. Birmingham: Packt Publishing.
- Kavis, M. J. (2014). Architecting the cloud: Design decisions for cloud computing service models (SaaS, PaaS, and IaaS). Hoboken, NJ: Wiley.
- Mahmood, Z., Puttini, R., & Erl, T. (2013). Cloud computing: Concepts, technology & architecture. Boston, MA: Prentice Hall.
- Rafaels, R. (2018). Cloud computing (2nd ed.). Scotts Valley, CA: CreateSpace Independent Publishing Platform.
- Sehgal, N. K., & Bhatt, P. C. P. (2018). Cloud computing: Concepts and practices. Cham: Springer.
- Zonooz, P. Farr, E., Arora, K., & Laszewski, T. (2018). Cloud native architectures. Birmingham: Packt Publishing.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Business Intelligence

Module Code: DLBCSEBI

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Sebastian Werning (Business Intelligence) / Prof. Dr. Sebastian Werning (Project: Business Intelligence)

Contributing Courses to Module

- Business Intelligence (DLBCSEBI01)
- Project: Business Intelligence (DLBCSEBI02)

Module Exam Type

Module Exam

Split Exam

Business Intelligence

- Study Format "Distance Learning": Exam, 90 Minutes

Project: Business Intelligence

- Study Format "Distance Learning": Written Assessment: Project Report

Weight of Module

see curriculum

Module Contents**Business Intelligence**

- Basics of mobile software development
- Android system architecture
- Development environment
- Core components of an Android app
- Interaction between application components
- Advanced techniques

Project: Business Intelligence

Conception, implementation, and documentation of small, mobile applications on the basis of a concrete task.

Learning Outcomes**Business Intelligence**

On successful completion, students will be able to

- explain the motivation, use cases, and basics of Business Intelligence.
- identify and explain techniques and methods for providing and modeling data, as well as types of data relevant to BI, differentiating between them.
- explain techniques and methods for the generation and storage of information and independently select suitable methods on the basis of concrete requirements.

Project: Business Intelligence

On successful completion, students will be able to

- independently design a solution to a practical problem in the field of Business Intelligence in order to then implement a prototype and document the results.
- identify and explain typical problems and challenges in the design and practical implementation of small BI solutions.

Links to other Modules within the Study Program

This module is similar to other modules in the fields of Computer Science & Software Development

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology fields

Business Intelligence

Course Code: DLBCSEBI01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Business Intelligence (BI) is used to obtain information from company data that is relevant for targeted corporate management and the optimization of business activities. This course introduces and discusses techniques, procedures, and models for data provision, information generation, and analysis, as well the distribution of the information obtained. You will then be able to explain the various subject areas of data warehousing and independently select methods and techniques to meet specific requirements.

Course Outcomes

On successful completion, students will be able to

- explain the motivation, use cases, and basics of Business Intelligence.
- identify and explain techniques and methods for providing and modeling data, as well as types of data relevant to BI, differentiating between them.
- explain techniques and methods for the generation and storage of information and independently select suitable methods on the basis of concrete requirements.

Contents

1. Motivation and Conceptualization
 - 1.1 Motivation and Historical Development
 - 1.2 BI as a Framework
2. Data Provision
 - 2.1 Operative and Dispositive Systems
 - 2.2 The Data Warehouse Concept
 - 2.3 Architectural Variations
3. Data Warehouse
 - 3.1 ETL Process
 - 3.2 DWH and Data Mart
 - 3.3 ODS and Metadata

4. Modelling of Multidimensional Data Spaces
 - 4.1 Data Modeling
 - 4.2 OLAP Cubes
 - 4.3 Physical Storage
 - 4.4 Star and Snowflake Scheme
 - 4.5 Historicization
5. Analysis Systems
 - 5.1 Free Data Research and OLAP
 - 5.2 Reporting Systems
 - 5.3 Model-Based Analysis Systems
 - 5.4 Concept-Oriented Systems
6. Distribution and Access
 - 6.1 Information Distribution
 - 6.2 Information Access

Literature**Compulsory Reading****Further Reading**

- Grossmann, W., & Rinderle-Ma, S. (2015). Fundamentals of business intelligence. Springer.
- Kolb, J. (2013). Business intelligence in plain language: A practical guide to data mining and business analytics. Createspace.
- Sharda, R., Delen, D., & Turban, E. (2014). Business intelligence and analytics: Systems for decision support. Pearson.
- Sherman, R. (2014). Business intelligence guidebook: From data integration to analytics. Morgan Kaufmann.
- Vaisman, A., & Zimányi, E. (2016). Data warehouse systems: Design and implementation. Springer.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Project: Business Intelligence

Course Code: DLBCSEBI02

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Using well-known methods and techniques from the field of Business Intelligence, students will work independently on a practical question in this course. At the end of the course you will be able to independently design and prototype Business Intelligence applications based on concrete requirements.

Course Outcomes

On successful completion, students will be able to

- independently design a solution to a practical problem in the field of Business Intelligence in order to then implement a prototype and document the results.
- identify and explain typical problems and challenges in the design and practical implementation of small BI solutions.

Contents

- Implementation and documentation of practical questions regarding the use of Business Intelligence applications. Typical scenarios are, for example, "Management of BI projects", "Design of multidimensional data models" and "Prototypical implementation of small BI applications".

Literature

Compulsory Reading

Further Reading

- Christoph Meinel, Hasso Plattner, Larry Leifer (2011): Design Thinking: Understand – Improve – Apply; Springer Berlin Heidelberg
- Jeanne Liedtka (2018): Why Design Thinking Works. In: Harvard Business Review, Issue: 2018/09, pp.72–79
- Christoph Meinel, Larry J. Leifer (2021): Design Thinking Research: Interrogating the Doing; Springer International Publishing

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

DLBCSEBI02

Software Engineering with Python

Module Code: DLBCSESEWP

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	<ul style="list-style-type: none"> ▪ DLBDSIPWP01 or DLBDSIPWP01_D; DLBDSOOFPP01 or IOBP01 ▪ none 	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Max Pumperla (Object oriented and functional programming in Python) / Prof. Dr. Max Pumperla (Data Science Software Engineering)

Contributing Courses to Module

- Object oriented and functional programming in Python (DLBDSOOFPP01)
- Data Science Software Engineering (DLBDSDSSE01)

Module Exam Type

Module Exam

Split Exam

Object oriented and functional programming in Python

- Study Format "Distance Learning": Portfolio (50)

Data Science Software Engineering

- Study Format "Distance Learning": Exam, 90 Minutes (100)

Weight of Module

see curriculum

<p>Module Contents</p> <p>Object oriented and functional programming in Python</p> <ul style="list-style-type: none"> ▪ This course introduces the students to the advanced programming concepts of object orientation and functional programming and how they are realized in the Python programming language. <p>Data Science Software Engineering</p> <ul style="list-style-type: none"> ▪ Traditional project management ▪ Agile project management ▪ Testing ▪ Software development paradigms ▪ From model to production 	
<p>Learning Outcomes</p> <p>Object oriented and functional programming in Python</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ explain basic notions in object-oriented programming such as functions and classes. ▪ understand object-oriented programming concepts and their relation to software design and engineering. ▪ describe advanced function concepts in Python. ▪ recognize important ideas from functional programming. ▪ recall important libraries for functional programming in Python. <p>Data Science Software Engineering</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ understand the concept of project management approaches. ▪ apply agile approaches in software development. ▪ create automated software tests. ▪ understand various software development paradigms. ▪ evaluate the necessary steps to bring models into a production environment. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the field(s) of Data Science & Artificial Intelligence.</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programmes in the IT & Technology field(s).</p>

Object oriented and functional programming in Python

Course Code: DLBDSOOFPP01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

This course builds upon basic knowledge of Python programming (Introduction to Programming with Python, DLBDSIPWP) and is concerned with the exposition of advanced Python programming concepts. To this end, important notions of object-oriented programming like classes and objects and pertaining design principles are outlined. Starting from an in-depth discussion of advanced features of Python functions, functional programming concepts and their implementation in Python are conveyed.

Course Outcomes

On successful completion, students will be able to

- explain basic notions in object-oriented programming such as functions and classes.
- understand object-oriented programming concepts and their relation to software design and engineering.
- describe advanced function concepts in Python.
- recognize important ideas from functional programming.
- recall important libraries for functional programming in Python.

Contents

- This course provides students with a thorough introduction to important notions and concepts from the domain of object-oriented programming such as classes, objects, abstraction, encapsulation, inheritance, polymorphism, composition, and delegation. Additionally, the functional programming paradigm and pertaining ideas like functions as first class objects, decorators, pure functions, immutability and higher order functions are conveyed. Pursuant to the portfolio course type, the aforementioned concepts and ideas are explored by hands-on programming projects.

Literature**Compulsory Reading****Further Reading**

- Lott, S. F. (2018): Functional Python programming: Discover the power of functional programming, generator functions, lazy evaluation, the built-in itertools library, and monads. 2nd ed., Packt Publishing, Birmingham.
- Lutz, M. (2013): Learning Python. 5th ed., O'Reilly, Sebastopol, CA.
- Phillips, D. (2018): Python 3 object-oriented programming: Build robust and maintainable software with object-oriented design patterns in Python 3.8. 3rd ed., Packt Publishing, Birmingham.
- Ramalho, L. (2015): Fluent Python: Clear, concise, and effective programming. O'Reilly, Sebastopol, CA.

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Portfolio

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed

Data Science Software Engineering

Course Code: DLBDSSE01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	DLBDSIPWP01 or DLBDSIPWP01_D; DLBDSOOFPP01 or IOBP01

Course Description

A core part of data science is creating value from data. This means not only the creation of sophisticated predictive models but also the development of these models according to modern software development principles. This course gives a detailed overview of the relevant methods and paradigms which data scientists need to know in order to develop enterprise-grade models. This course discusses traditional and agile project management techniques, highlighting both the Kanban and Scrum approaches. It explores relevant software development paradigms such as test-driven development, pair programming, mob programming, and extreme programming. Special focus is given to the topic of testing and the consideration of how to bring a model into a production environment.

Course Outcomes

On successful completion, students will be able to

- understand the concept of project management approaches.
- apply agile approaches in software development.
- create automated software tests.
- understand various software development paradigms.
- evaluate the necessary steps to bring models into a production environment.

Contents

1. Traditional Project Management
 - 1.1 Requirements engineering
 - 1.2 Waterfall model
 - 1.3 Rational unified process
2. Agile Project Management
 - 2.1 Criticism of the waterfall model
 - 2.2 Introduction to SCRUM
 - 2.3 Introduction to Kanban

3. Testing
 - 3.1 Why testing?
 - 3.2 Unit tests
 - 3.3 Integration tests
 - 3.4 Performance monitoring
4. Software Development Paradigms
 - 4.1 Test-driven development (TDD)
 - 4.2 Pair programming
 - 4.3 Mob programming
 - 4.4 Extreme programming
5. From Model to Production
 - 5.1 Continuous delivery
 - 5.2 Continuous integration
 - 5.3 Building a scalable environment

Literature

Compulsory Reading

Further Reading

- Brooks, G. & Brylow, D. (2019). Computer science: An overview. Pearson Education.
- Hunt, A., & Thomas, D. (1999). The pragmatic programmer: From journeyman to master. Addison-Wesley.
- Martin, R. C. (2008). Clean code. Prentice Hall.
- Sammons, A. (2019). Agile project management with Scrum + Kanban 2 In 1: The last 2 approaches you'll need to become more productive and meet your project goals. M & M Limitless.
- Stephens, R. (2015). Beginning software engineering. John Wiley & Sons

Study Format Distance Learning

Study Format Distance Learning	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

IT project and architecture management

Module Code: DLBCSEITPAM

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

N.N. (IT Project Management) / Prof. Dr. Tobias Brückmann (IT Architecture Management)

Contributing Courses to Module

- IT Project Management (DLBCSEITPAM01)
- IT Architecture Management (DLBCSEITPAM02)

Module Exam Type

Module Exam

Split Exam

IT Project Management

- Study Format "Distance Learning": Exam, 90 Minutes
- Study Format "myStudies": Exam, 90 Minutes

IT Architecture Management

- Study Format "Distance Learning": Exam, 90 Minutes

Weight of Module

see curriculum

Module Contents**IT Project Management**

- Basic terms and foundations of IT project management
- Large and small planning techniques
- Techniques for prioritization, cost-estimation, and project controlling
- Techniques for stakeholder, communication, and risk management
- Organization and structure in IT project management
- Schools of thought in IT project management

IT Architecture Management

- Basic terms and foundations of IT enterprise architectures management
- IT application portfolio management
- Architecture governance
- Modeling of IT enterprise architectures
- Frameworks using TOGAF as an example
- Reference models and sample catalogues

Learning Outcomes**IT Project Management**

On successful completion, students will be able to

- explain and differentiate between the basic principles and tasks of IT project management.
- explain the important practical techniques and methods necessary for the implementation of IT project management.
- describe the basic procedural models and explain their advantages and disadvantages as well as their possible applications.
- identify possible project risks on the basis of given practical scenarios and select suitable measures from IT project management in order to minimize them in a targeted manner.

IT Architecture Management

On successful completion, students will be able to

- describe and explain the basic principles of IT strategy, governance, and architecture management, differentiating between them.
- explain and differentiate the typical activities of IT architecture management, their interrelationships, and their dependencies.
- explain suitable models of IT architecture management, distinguish between them, and explain their intended purpose.
- explain and describe selected IT architectural frameworks as well as reference models and sample catalogues.

Links to other Modules within the Study Program

This module is similar to other modules in the field of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field.

IT Project Management

Course Code: DLBCSEITPAM01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

In this course, typical problems in the management of Software projects are discussed and the methods and techniques used to address challenges conveyed. In addition, standard procedural models for IT project management are explained and their strengths and weaknesses specifically identified.

Course Outcomes

On successful completion, students will be able to

- explain and differentiate between the basic principles and tasks of IT project management.
- explain the important practical techniques and methods necessary for the implementation of IT project management.
- describe the basic procedural models and explain their advantages and disadvantages as well as their possible applications.
- identify possible project risks on the basis of given practical scenarios and select suitable measures from IT project management in order to minimize them in a targeted manner.

Contents

1. Basics Terms and Foundations of IT Project Management
 - 1.1 Definition of a Project and Types of IT Projects
 - 1.2 IT Project Lifecycle
 - 1.3 Multi-Project Management – The Project in the Context of the Organization
2. Planning Techniques
 - 2.1 Large-Scale Planning: Milestones, Sub-tasks, and Work Packages
 - 2.2 Large-Scale Planning: Gantt Charts
 - 2.3 Planning and Organization of Work Packages: Kanban Board
3. Prioritization, Estimation of Costs, Project Controlling
 - 3.1 Prioritization
 - 3.2 Estimation of Costs
 - 3.3 Project Controlling

4. Stakeholder, Communication and Risk Management
 - 4.1 Stakeholder Management
 - 4.2 Communication Management
 - 4.3 Risk Management

5. Organization and Structure in IT Project Management
 - 5.1 Overview and Levels of Management from PRINCE2
 - 5.2 Management Processes in PRINCE2
 - 5.3 Pragmatic IT Project Management (PITPM)
 - 5.4 Configuration of an IT Project in PITPM
 - 5.5 Management of a project in PITPM

6. Schools of Thought in IT Project Management
 - 6.1 Agile Software Development
 - 6.2 Value-Based Software Engineering

Literature

Compulsory Reading

Further Reading

- A Guide to the Project Management Body of Knowledge (PMBOK® Guide) Project Management Institute (2017). Newtown Square, PA, USA, 6th Ed., 589 pages.
- IPMA Individual Competence Baseline for Project, Programme & Portfolio Management International Project Management Association (2015). 4th Ed., 416 pages.
- IPMA Organisational Competence Baseline International Project Management Association (2016). 112 pages.
- Nexus™ Guide Schwaber, K. (2015). Scrum.org, Boston, MA, USA, 11 pages.
- Phillips, J. (2010): IT Project Management. On Track from Start to Finish. 3. Auflage, McGraw-Hill, New York, NY.
- Project Management: A Systems Approach to Planning, Scheduling, and Controlling Kerzner, H. (2017). Wiley & Sons, Hoboken, NJ, USA, 12th Ed., 848 pages.
- Project Management: A Managerial Approach Meredith, J.R., Mantel, S.J. (2015). Wiley & Sons, Hoboken, NJ, USA, 9th Ed., 512 pages.
- Schwalbe, K. (2010): Information Technology Project Management. 6. Auflage, Course Technology, Independence, KY.
- The Scrum Guide™ Schwaber, K., Sutherland (2013). Scrum.org, Boston, MA, USA, 16 pages.
- The Mythical Man Month Fred Brooks, JR (1975). Addison.Wesley

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study 90 h	Presence 0 h	Tutorial 30 h	Self Test 30 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

IT Architecture Management

Course Code: DLBCSEITPAM02

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

In addition to concrete IT projects, such as the development of a new IT system or the introduction of standard software, a strategic management system for organizational-wide IT infrastructure – that is, for all IT hardware and software systems – must be used. Strategic management is the responsibility of the IT enterprise architect, who operates IT architecture management. Their task is to strategically align IT infrastructure with an organization's business and IT strategy. This course covers the typical concepts, methods, procedures, and IT models of architecture management.

Course Outcomes

On successful completion, students will be able to

- describe and explain the basic principles of IT strategy, governance, and architecture management, differentiating between them.
- explain and differentiate the typical activities of IT architecture management, their interrelationships, and their dependencies.
- explain suitable models of IT architecture management, distinguish between them, and explain their intended purpose.
- explain and describe selected IT architectural frameworks as well as reference models and sample catalogues.

Contents

1. Basic Terms and Foundation for the Management of IT Enterprise Architectures
 - 1.1 IT Enterprise Architecture
 - 1.2 Goals of Enterprise Architecture Management
 - 1.3 Processes in the Management of IT Enterprise Architectures
2. IT Application Portfolio Management
 - 2.1 IT Application Portfolio Management Overview
 - 2.2 Application Manual
 - 2.3 Portfolio Analysis
 - 2.4 Development Planning

3. Architecture Governance
 - 3.1 Organizational Structure
 - 3.2 Policy Development and Enforcement
 - 3.3 Project Support
4. Modeling of IT Enterprise Architectures
 - 4.1 Models in the Context of IT Architecture Management
 - 4.2 Forms of Documentation for Processes and Applications
 - 4.3 Forms of Documentation for Systems and Technologies
5. Frameworks Using the Example of TOGAF
 - 5.1 Fundamentals and Use of IT Architecture Frameworks
 - 5.2 Overview and Categories of EAM Frameworks
 - 5.3 The Open Group Architecture Framework (TOGAF)
6. Reference Models and Sample Catalogues
 - 6.1 Architecture Reference Models
 - 6.2 EAM Design Sample Catalogue

Literature**Compulsory Reading****Further Reading**

- Bernard, S. A. (2020): An Introduction to holistic Enterprise Architecture: Fourth Edition, AuthorHouse, 4th Edition, 322 pages.
- G. R&A (2015): Chess and the Art of Enterprise Architecture Wierda, 252 pages
- Ross, J. W./ Weill, P./Robertson, D. C. (2006): Enterprise Architecture as Strategy. Creating a Foundation for Business Execution. Harvard Business Review Press, Boston, MA.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam, 90 Minutes

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
90 h	0 h	30 h	30 h	0 h	150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input checked="" type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Internship

Module Code: OPTINTER1

Module Type see curriculum	Admission Requirements On campus offer only	Study Level	CP 10	Student Workload 300 h
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Semester / Term see curriculum	Duration Minimum 1 semester	Regularly offered in WiSe/SoSe	Language of Instruction English
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Module Coordinator

see MyCampus (Internship)

Contributing Courses to Module

- Internship (OPTINTER110)

Module Exam Type

Module Exam

Study Format: On Campus
Reflection (of Practical Work) / Group Reflection

Split Exam

Weight of Module

see curriculum

Module Contents

Internship according to the "Internship Regulations" of the IU.

<p>Learning Outcomes</p> <p>Internship</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ apply skills and knowledge they have obtained during the first three semesters of the programme in an entrepreneurial environment. ▪ develop his / her practical and analytical skills in order to improve his / her employability. ▪ have practical knowledge and learn to work within an organization. ▪ acquire a first deep insight into organisational structures and communication procedures. ▪ apply communication skills, social skills, problem solving, time and project management which will shape their general management skills. ▪ shape their personality with the help of the interdisciplinary nature of the course especially in the area of the key qualifications like interpersonal skills or intercultural skills. 	
<p>Links to other Modules within the Study Program</p> <p>Builds on modules of the chosen degree program</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All on campus offered programs</p>

Internship

Course Code: OPTINTER110

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
	English		10	On campus offer only

Course Description

This module consists of three parts: preparation tutorials. During these tutorials, students will learn about the intention of the internship and about the intellectual as well as social requirements of the working environment. the internship itself, and Workshops that accompany the internship by presentations and give an insight into different companies and working environments by the students.

Course Outcomes

On successful completion, students will be able to

- apply skills and knowledge they have obtained during the first three semesters of the programme in an entrepreneurial environment.
- develop his / her practical and analytical skills in order to improve his / her employability.
- have practical knowledge and learn to work within an organization.
- acquire a first deep insight into organisational structures and communication procedures.
- apply communication skills, social skills, problem solving, time and project management which will shape their general management skills.
- shape their personality with the help of the interdisciplinary nature of the course especially in the area of the key qualifications like interpersonal skills or intercultural skills.

Contents

- Internship according to the “Internship Regulation” of the IU.

Literature

Compulsory Reading

- Sweitzer, F. H. & King, M. A. (2009). The Successful Internship: Personal, Professional, and Civic Development. 3rd ed.. Cengage. ISBN: 0-495-59642-6.
- Kaser, K., Brooks, J. R. & Brooks, K. (2007). Making the Most of your Internship. Thomson. ISBN: 0-538-44432-0.
- Myers Kiser, P. (2008). The Human Services Internship: Getting the Most from your Experience. 2nd ed.. Cengage. ISBN: 0-495-09226-6.

Further Reading

Study Format On Campus

Study Format On Campus	Course Type Practical work
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Reflection (of Practical Work) / Group Reflection

Student Workload					
Self Study 13 h	Presence 0 h	Tutorial 7 h	Self Test 0 h	Practical Experience 280 h	Hours Total 300 h

Instructional Methods
In order to prepare students for their internship, a preparatory lecturing seminar will be held. During their internship, students will report about their progress by writing reports (start up report or mid-term report).

Studium Generale

Module Code: DLBSG_E

Module Type see curriculum	Admission Requirements None	Study Level BA	CP 10	Student Workload 300 h
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Semester / Term see curriculum	Duration Minimum 1 semester	Regularly offered in WiSe/SoSe	Language of Instruction English
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Module Coordinator

N.N. (Studium Generale I) / N.N. (Studium Generale II)

Contributing Courses to Module

- Studium Generale I (DLBSG01_E)
- Studium Generale II (DLBSG02_E)

Module Exam Type

Module Exam

Split Exam

Studium Generale I

Studium Generale II

Weight of Module

see curriculum

Module Contents**Studium Generale I**

In principle, all IU bachelor courses can be selected as courses for the "Studium Generale", so that the content can be chosen from the entire breadth of the IU distance learning program.

Studium Generale II

In principle, all IU bachelor courses can be selected as courses for the "Studium Generale", so that the content can be chosen from the entire breadth of the IU distance learning program.

Learning Outcomes**Studium Generale I**

On successful completion, students will be able to

- apply acquired key competencies to issues in their field of study and/or in their professional environment.
- to deepen one's own skills and abilities in a self-directed manner.
- to look beyond the boundaries of their own area of expertise.

Studium Generale II

On successful completion, students will be able to

- apply acquired key competencies to issues in their field of study and/or in their professional environment.
- to deepen one's own skills and abilities in a self-directed manner.
- to look beyond the boundaries of their own area of expertise.

Links to other Modules within the Study Program

It is a stand-alone offering with possible references to various required and elective modules

Links to other Study Programs of IU International University of Applied Sciences (IU)

All IU Distance Learning Bachelor Programs

Studium Generale I

Course Code: DLBSG01_E

Study Level	Language of Instruction		CP	Admission Requirements
BA	English		5	None

Course Description

In the course "Studium Generale I", students deepen their knowledge in a self-selected subject area by completing an IU course outside their applicable curriculum. This gives them the opportunity to look beyond their own subject area and acquire further competencies. The associated option enables students to self-determine their study content to focus even more on issues relevant to them and/or to strengthen or develop selected competencies.

Course Outcomes

On successful completion, students will be able to

- apply acquired key competencies to issues in their field of study and/or in their professional environment.
- to deepen one's own skills and abilities in a self-directed manner.
- to look beyond the boundaries of their own area of expertise.

Contents

- The course "Studium Generale I" offers students the opportunity to take courses outside of their curriculum and the result can be credited as an elective subject. In principle, all IU bachelor courses that fulfill the following requirements can be chosen for this purpose:
 - They are not part of an integral part of the applicable mandatory curriculum.
 - They do not have admission requirements or students can prove that they have met the admission requirement.
- The examination of the selected courses must be taken in full and finally passed in order to be credited as part of the 'Studium Generale'.

Literature

Compulsory Reading

Further Reading

- See course description of the selected course

Studium Generale II

Course Code: DLBSG02_E

Study Level	Language of Instruction		CP	Admission Requirements
BA	English			None

Course Description

In the course "Studium Generale II", students deepen their knowledge in a self-selected subject area by completing an IU course outside their applicable curriculum. This gives them the opportunity to look beyond their own subject area and acquire further competencies. The associated option enables students to self-determine their study content to focus even more on issues relevant to them and/or to strengthen or develop selected competencies.

Course Outcomes

On successful completion, students will be able to

- apply acquired key competencies to issues in their field of study and/or in their professional environment.
- to deepen one's own skills and abilities in a self-directed manner.
- to look beyond the boundaries of their own area of expertise.

Contents

- The course "Studium Generale II" offers students the opportunity to take courses outside of their curriculum and the result can be credited as an elective subject. In principle, all IU bachelor courses that fulfill the following requirements can be chosen for this purpose:
 - They are not part of an integral part of the applicable mandatory curriculum.
 - They do not have admission requirements or students can prove that they have met the admission requirement.
- The examination of the selected courses must be taken in full and finally passed in order to be credited as part of the 'Studium Generale'.

Literature

Compulsory Reading

Further Reading

- See course description of the selected course

Salesforce Platform Management

Module Code: DLSFPM

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Thomas Bolz (Salesforce Fundamentals) / Prof. Dr. Thomas Bolz (CRM with Salesforce Service Cloud)

Contributing Courses to Module

- Salesforce Fundamentals (DLSFPM01)
- CRM with Salesforce Service Cloud (DLSFPM02)

Module Exam Type

Module Exam	Split Exam
	<p><u>Salesforce Fundamentals</u></p> <ul style="list-style-type: none"> • Study Format "Distance Learning": Written Assessment: Project Report <p><u>CRM with Salesforce Service Cloud</u></p> <ul style="list-style-type: none"> • Study Format "Distance Learning": Oral Project Report

Weight of Module

see curriculum

<p>Module Contents</p> <p>Salesforce Fundamentals</p> <p>Using the learning platform trailhead students will learn the fundamentals of Salesforce. At the end of the course students will be able to administer the Salesforce platform. This module prepares them for the Salesforce administrator certification.</p> <p>CRM with Salesforce Service Cloud</p> <p>Using the learning platform trailhead students will learn how to manage customer relationships with Salesforce platform. At the end of the course they will be able to manage the Salesforce service cloud. This module prepares students for the Salesforce service cloud certification.</p>	
<p>Learning Outcomes</p> <p>Salesforce Fundamentals</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ define what Salesforce and customer relationship management is. ▪ describe and compare the different options for importing and exporting data in Salesforce. ▪ create reports and visualize key business metrics in real-time in Salesforce. ▪ create a simple Salesforce app. ▪ control access to data using security tools in Salesforce. <p>CRM with Salesforce Service Cloud</p> <p>On successful completion, students will be able to</p> <ul style="list-style-type: none"> ▪ set up customer service with Salesforce service cloud. ▪ lead a customer service team in the digital era. ▪ create digital engagement on multiple channels. ▪ define service cloud goals and metrics. ▪ automate case management. ▪ improve customer service using artificial intelligence. 	
<p>Links to other Modules within the Study Program</p> <p>This module is similar to other modules in the fields of Marketing & Sales</p>	<p>Links to other Study Programs of IU International University of Applied Sciences (IU)</p> <p>All Bachelor Programmes in the Marketing fields</p>

Salesforce Fundamentals

Course Code: DLSFPM01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Salesforce is the most used software solution for customer relationship management worldwide. Using the learning platform trailhead students will learn independently the fundamentals of Salesforce. The course introduces Salesforce and explains how to administrate it. Additionally, it presents essentials of the Salesforce platform.

Course Outcomes

On successful completion, students will be able to

- define what Salesforce and customer relationship management is.
- describe and compare the different options for importing and exporting data in Salesforce.
- create reports and visualize key business metrics in real-time in Salesforce.
- create a simple Salesforce app.
- control access to data using security tools in Salesforce.

Contents

- The content on the learning platform focuses on the features and the functionality used to maintain a Salesforce implementation. It provides general knowledge of the features available to end users and the configuration options available to a Salesforce administrator. Furthermore, the content enables to maintain a Salesforce organization, respond to common business requirements, and perform administrative functions using current Salesforce features.

Literature

Compulsory Reading

Further Reading

- Eason, J. (2014): Android Studio 1.0. (URL: <http://android-developers.blogspot.de/2014/12/android-studio-10.html> [letzter Zugriff: 22.04.2016]).

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study	Presence	Tutorial	Self Test	Practical Experience	Hours Total
120 h	0 h	30 h	0 h	0 h	150 h

Instructional Methods
Project Work

CRM with Salesforce Service Cloud

Course Code: DLSFPM02

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

This course facilitates key aspects of setting up customer service with Salesforce service cloud on the learning platform trailhead. The course describes how to implement Salesforce service cloud and manage it. It enables to make better business decisions based on customer service data and to create a service metrics strategy. The course shows how to create processes to help support teams become more efficient and manage large data volumes within Salesforce and prepares students for the Salesforce service cloud certification.

Course Outcomes

On successful completion, students will be able to

- set up customer service with Salesforce service cloud.
- lead a customer service team in the digital era.
- create digital engagement on multiple channels.
- define service cloud goals and metrics.
- automate case management.
- improve customer service using artificial intelligence.

Contents

- The content on the learning platform focuses on designing and deploying solutions that support customer business processes and requirements using Salesforce applications. The content enables to design solutions using the Service Cloud functionality and to lead the implementation of these solutions within a customer organization.

Literature

Compulsory Reading

Further Reading

- Eason, J. (2014): Android Studio 1.0. (URL: <http://android-developers.blogspot.de/2014/12/android-studio-10.html> [letzter Zugriff: 22.04.2016]).

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Oral Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods
Project Work

Agile Project Management

Module Code: DLBCSAPM

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Prof. Dr. Inga Schlömer (Agile Project Management)

Contributing Courses to Module

- Agile Project Management (DLBCSAPM01)

Module Exam Type

Module Exam

Study Format: myStudies
Written Assessment: Project Report
Study Format: Distance Learning
Written Assessment: Project Report

Split Exam

Weight of Module

see curriculum

Module Contents

- In this course, students are taught action competences in the field of agile project management. They will be familiarized with the values, activities, roles, and artifacts of agile procedures using Scrum as an example.

Learning Outcomes

Agile Project Management

On successful completion, students will be able to

- explain the differences between agile and plan-driven project management.
- explain agile principles.
- work together in an agile manner according to the values defined in Scrum.
- apply the activities defined in Scrum.
- take responsibility for the roles defined in Scrum.
- create and maintain the artefacts defined in Scrum.
- consider the increasing relevance of international, intercultural and virtual collaboration in projects.

Links to other Modules within the Study Program

This module is similar to other modules in the fields of Computer Science & Software Development

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology fields

Agile Project Management

Course Code: DLBCSAPM01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Students will receive a practical introduction to agile project management in this course. In addition to teaching its individual basic principles, the differences between agile project management and plan-driven project management will be examined in detail. In order to understand and experience agile project management, the values, activities, roles, and artefacts of typical agile procedures are presented using Scrum and then practiced on an example project.

Course Outcomes

On successful completion, students will be able to

- explain the differences between agile and plan-driven project management.
- explain agile principles.
- work together in an agile manner according to the values defined in Scrum.
- apply the activities defined in Scrum.
- take responsibility for the roles defined in Scrum.
- create and maintain the artefacts defined in Scrum.
- consider the increasing relevance of international, intercultural and virtual collaboration in projects.

Contents

- This course teaches students various skills in the field of agile project management. In contrast to plan-driven project management, the principles of agility used in modern software development are taught. Using the example of Scrum, students will acquire skills in applying an agile approach, and then apply their knowledge of respective roles and activities in a simple project to gain initial practical experience, documenting it in a project report. The content of the projects results from the individual abilities and requirements of the students.

Literature**Compulsory Reading****Further Reading**

- Chovanova, H. et al. (2020). Agile Project Management – What is It?:IEEE. In 18th International Conference on Emerging eLearning Technologies and Applications (ICETA), Emerging eLearning Technologies and Applications (ICETA), 2020 18th International Conference.
- Douglass, B. P. (2016). Agile systems engineering. Morgan Kaufmann, p. 151-160
- Project Management Institute (2017). Agile Practice Guide. Project Management Institute.
- Measey P./Radtac (2015). Agile Foundations -Principles, Practices and Frameworks. BCS The Chartered Institute for IT, p. 131-140, p. 148-152.
- Schwaber, K./Sutherland, J. (2020). The Scrum Guide. (URL: <https://scrumguides.org/docs/scrumguide/v2020/2020-Scrum-Guide-US.pdf#zoom=100> [last accessed on 23.06.2021])
- Beck, K. et al. (2001). Manifesto for Agile Software Development. (URL: <https://agilemanifesto.org/> [last accessed on 23.06.2021]).
- Dalton, Jeff (2019). Great Big Agile. An OS for Agile Leaders.
- Apress.Agile Alliance (2021). Subway Map to Agile Practices. (URL: <https://www.agilealliance.org/agile101/subway-map-to-agile-practices/> [last accessed on 23.06.2021]).

Study Format myStudies

Study Format myStudies	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Study Format Distance Learning

Study Format Distance Learning	Course Type Project
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Project Report

Student Workload					
Self Study 120 h	Presence 0 h	Tutorial 30 h	Self Test 0 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

IT Law

Module Code: DLBCSIITL

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

N.N. (IT Law)

Contributing Courses to Module

- IT Law (DLBCSIITL01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Written Assessment: Case Study
Study Format: myStudies
Written Assessment: Case Study

Split Exam

Weight of Module

see curriculum

Module Contents

- Basic Concepts of Legal Systems
- Internet and Domain Law
- Contracts
- Intellectual Property
- Data Protection / Privacy

Learning Outcomes**IT Law**

On successful completion, students will be able to

- describe basic concepts of IT law.
- provide examples of different approaches to IT law in different countries.
- identify legal questions as they arise in IT.
- apply the core ideas of data protection and privacy in their work.
- distinguish the different types of contracts and intellectual property as they relate to IT.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

IT Law

Course Code: DLBCSIITL01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

The application of IT is embedded in a legal framework which computer scientists need to know and adhere to in their work. This applies to the way their own work is performed which, for example, may be governed by contracts with suppliers and/or customers. Computer scientists create and use intellectual property, and this leads to questions of copyright, software patents, etc. Beyond this, IT strongly influences the social environment and therefore needs to abide by regulations such as data protection. The goal of this module is to provide students with a basic understanding of these legal aspects so they can take them into account, apply them in simple cases, and recognize when more specialised legal knowledge is required. Since IT is a topic that connects different countries and legal frameworks, the course looks at some of the common legal questions as they are handled in the European Union, the USA, and India.

Course Outcomes

On successful completion, students will be able to

- describe basic concepts of IT law.
- provide examples of different approaches to IT law in different countries.
- identify legal questions as they arise in IT.
- apply the core ideas of data protection and privacy in their work.
- distinguish the different types of contracts and intellectual property as they relate to IT.

Contents

1. Basic Concepts of Legal Systems
 - 1.1 The Role of Law in IT
 - 1.2 Basic Concepts of the Legal System in the European Union
 - 1.3 Basic Concepts of the Legal System in the USA
 - 1.4 Basic Concepts of the Legal System in India
2. Internet and Domain Law
 - 2.1 Web Sites and the Law
 - 2.2 Net Neutrality
 - 2.3 Domain Registration
 - 2.4 Internet Crime

3. Contracts
 - 3.1 Types of IT Contracts
 - 3.2 Electronic Contracts and Electronic Signatures
 - 3.3 Licences
 - 3.4 Free and Open Source Software
 - 3.5 Buying and Selling Off-the-Shelf Software
 - 3.6 Software Development Contracts
4. Intellectual Property
 - 4.1 Brands, Trade Marks and Domain Names
 - 4.2 Copyright
 - 4.3 Software Patents
 - 4.4 Digital and Data Ownership
5. Data Protection/Privacy
 - 5.1 Basic Concepts of Data Protection
 - 5.2 Data Protection in the European Union: the GDPR
 - 5.3 Data Protection in the USA
 - 5.4 Data Protection in India
 - 5.5 Trans-Border Data Flows

Literature

Compulsory Reading

Further Reading

- Hoeren, T., & Pinelli, S. (2018). Agile programming – Introduction and current legal challenges. *Computer Law & Security Review*, 34(5), pp. 1131-1138. Retrieved from www.uni-muenster.de/Jura.itm/hoeren/itm/wp-content/uploads/Hr.-Hoeren-29.10.pdf
- Lloyd, I. (2018). *Information technology law* (8th ed.). Oxford: Oxford University Press.
- Murray, A. (2019). *Information technology law: The law and society* (4th ed.). Oxford: Oxford University Press.
- Soma, J. T. (2014). *Privacy law in a nutshell*. St. Paul, MN: West Academic.
- Wikia.org. (n.d.). The IT law wiki [web encyclopedia]. Retrieved from https://itlaw.wikia.org/wiki/The_IT_Law_Wiki#

Study Format Distance Learning

Study Format Distance Learning	Course Type Case Study
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Written Assessment: Case Study

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format myStudies

Study Format myStudies	Course Type Case Study
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Case Study

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input checked="" type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Computer Science and Society

Module Code: DLBCSCSAS

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	5	150 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

N.N. (Computer Science and Society)

Contributing Courses to Module

- Computer Science and Society (DLBCSCSAS01)

Module Exam Type

Module Exam

Study Format: Distance Learning
Written Assessment: Written Assignment

Study Format: myStudies
Exam or Written Assessment: Written
Assignment

Split Exam

Weight of Module

see curriculum

Module Contents

- The role of computer science
- The impact of the information society on the economy and society
- Infrastructure vulnerability
- Informatics and the military
- Responsibility in Information Technology

Learning Outcomes**Computer Science and Society**

On successful completion, students will be able to

- name significant stages of development in computer science and the Internet.
- describe the role of computer science as a science and its relation to other sciences.
- explain and discuss the main economic and social implications of the information society.
- explain and discuss the causes and effects of infrastructure vulnerability.
- discuss and apply relevant ethical principles to issues in computer science.

Links to other Modules within the Study Program

This module is similar to other modules in the field(s) of Computer Science & Software Development.

Links to other Study Programs of IU International University of Applied Sciences (IU)

All Bachelor Programmes in the IT & Technology field(s).

Computer Science and Society

Course Code: DLBCSCSAS01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		5	none

Course Description

Computer science is a science that shapes society in a special way, and thus has a significant impact on society. Depending on its application and prevailing conditions, it can help to improve society and living conditions or cause and exacerbate surveillance, unemployment, and other social problems. In many cases, it is not the results of computer science itself that are "good" or "bad", but the results can be used to serve very different purposes ("dual use"). In this module students acquire the basic tools to understand the effects of computer science in general and its effects on their everyday work as a data scientist.

Course Outcomes

On successful completion, students will be able to

- name significant stages of development in computer science and the Internet.
- describe the role of computer science as a science and its relation to other sciences.
- explain and discuss the main economic and social implications of the information society.
- explain and discuss the causes and effects of infrastructure vulnerability.
- discuss and apply relevant ethical principles to issues in computer science.

Contents

1. Introduction
 - 1.1 Computer Science, Society, and the Information Society
 - 1.2 Historical Overview of Computer Science and the Internet
 - 1.3 What is Computer Science?
 - 1.4 Relevant Organizations
2. The Role of Data in the Information Society
 - 2.1 Data as a Commodity
 - 2.2 Data Protection and Data Spying
 - 2.3 Long-Term Archiving

3. Economic Impacts of the Information Society
 - 3.1 Globalization and the Formation of Monopolies in the Economy
 - 3.2 Open Movement
 - 3.3 Change in the Labor Market
 - 3.4 Intellectual Property
4. Social impacts of the Information Society
 - 4.1 Social Networks
 - 4.2 Surveillance
 - 4.3 Digitization of Education
 - 4.4 Women in Computer Science
5. Infrastructure Vulnerability
 - 5.1 Attacks and Accidents
 - 5.2 Technical Infrastructure
 - 5.3 Political and Social Infrastructure
6. Computer Science and the Military
 - 6.1 Military as the Driver of Computer Science
 - 6.2 Cyber War
 - 6.3 Dual Use
7. Responsibility in Computer Science
 - 7.1 Ethics of Responsibility According to Jonas
 - 7.2 Ethical Guidelines for Computer Science in Society
 - 7.3 Decision-making by Algorithms
 - 7.4 Mechanisms for Implementing Responsibility in Computer Science

Literature**Compulsory Reading****Further Reading**

- Bittner, P. et al. (Hrsg.) (2014): Gesellschaftliche Verantwortung in der digital vernetzten Welt. Reihe: Kritische Informatik. Band 8, LIT-Verlag, Berlin/Münster/ Wien/Zürich/London.
- Clegg, B. (2017): Big Data. How the Information Revolution is Transforming Our Lives. Icon Books, London.
- Drösser, C. (2016): Total berechenbar? Wenn Algorithmen für uns entscheiden. Hanser, München.
- Eibl, M./Loebel, J.-M./Reiterer, H. (2015): Grand Challenge „Erhalt des digitalen Kulturerbes“. In: Informatik-Spektrum, Band 38, Heft 4, S. 269–276.
- Weber-Wulff, D. et al. (2009): Gewissensbisse. Ethische Probleme der Informatik. Biometrie - Datenschutz - geistiges Eigentum. Transcript Verlag, Bielefeld.

Study Format Distance Learning

Study Format Distance Learning	Course Type Online Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Written Assessment: Written Assignment

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

Study Format myStudies

Study Format myStudies	Course Type Lecture
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Information about the examination	
Examination Admission Requirements	BOLK: yes Course Evaluation: no
Type of Exam	Exam or Written Assessment: Written Assignment

Student Workload					
Self Study 110 h	Presence 0 h	Tutorial 20 h	Self Test 20 h	Practical Experience 0 h	Hours Total 150 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input checked="" type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input checked="" type="checkbox"/> Shortcast <input checked="" type="checkbox"/> Audio <input checked="" type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed <input type="checkbox"/> Reader <input type="checkbox"/> Slides

DLBCSCSAS01

Bachelor Thesis

Module Code: DLBBT

Module Type	Admission Requirements	Study Level	CP	Student Workload
see curriculum	none	BA	10	300 h

Semester / Term	Duration	Regularly offered in	Language of Instruction
see curriculum	Minimum 1 semester	WiSe/SoSe	English

Module Coordinator

Degree Program Advisor (SGL) (Bachelor Thesis) / Degree Program Advisor (SGL) (Colloquium)

Contributing Courses to Module

- Bachelor Thesis (DLBBT01)
- Colloquium (DLBBT02)

Module Exam Type

Module Exam

Split Exam

Bachelor Thesis

- Study Format "myStudies": Written Assessment: Bachelor Thesis
- Study Format "Distance Learning": Written Assessment: Bachelor Thesis

Colloquium

- Study Format "myStudies": Presentation: Colloquium
- Study Format "Distance Learning": Presentation: Colloquium

Weight of Module

see curriculum

Module Contents**Bachelor Thesis**

- Bachelor's thesis
- Colloquium on the bachelor's thesis

Colloquium**Learning Outcomes****Bachelor Thesis**

On successful completion, students will be able to

- work on a problem from their major field of study by applying the specialist and methodological skills they have acquired during their studies.
- independently analyze selected tasks with scientific methods, critically evaluate them, and develop appropriate solutions under the guidance of an academic supervisor.
- record and analyze existing (research) literature appropriate to the topic of their bachelor's thesis.
- prepare a detailed written elaboration in compliance with scientific methods.

Colloquium

On successful completion, students will be able to

- present a problem from their field of study using academic presentation and communication techniques.
- reflect on the scientific and methodological approach chosen in their bachelor's thesis.
- demonstrate that they can actively answer subject-related questions from the subject experts (reviewers of the bachelor's thesis).

Links to other Modules within the Study Program

All modules in the bachelor program

Links to other Study Programs of IU International University of Applied Sciences (IU)

All bachelor programs in distance learning

Bachelor Thesis

Course Code: DLBBT01

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		9	none

Course Description

The aim and purpose of the bachelor's thesis is to successfully apply the subject-specific and methodological competencies acquired during the course of study in the form of an academic dissertation with a thematic reference to the major field of study. The content of the bachelor's thesis can be a practical-empirical or theoretical-scientific problem. Students should prove that they can independently analyze a selected problem with scientific methods, critically evaluate it, and work out proposed solutions under the subject-methodological guidance of an academic supervisor. The topic chosen by the student from their respective field of study should meet the acquired scientific competences, deepening their academic knowledge and skills in order to meet the future needs of the field.

Course Outcomes

On successful completion, students will be able to

- work on a problem from their major field of study by applying the specialist and methodological skills they have acquired during their studies.
- independently analyze selected tasks with scientific methods, critically evaluate them, and develop appropriate solutions under the guidance of an academic supervisor.
- record and analyze existing (research) literature appropriate to the topic of their bachelor's thesis.
- prepare a detailed written elaboration in compliance with scientific methods.

Contents

- The bachelor's thesis must be written on a topic that relates to the content of the respective major field of study. In the context of the bachelor's thesis, the problem, as well as the scientific research goal, must be clearly emphasized. The work must reflect the current state of knowledge of the topic to be examined by means of an appropriate literature analysis. The student must prove their ability to use the acquired knowledge theoretically and/or empirically in the form of an independent and problem-solution-oriented application.

Literature

Compulsory Reading

Further Reading

- Turabian, K. L. (2013). A Manual for Writers of Research Papers, theses, and dissertations (8th ed.). University of Chicago Press.
- Lipson, C. (2018). How to write a BA thesis. A practical guide from your first ideas to your finished paper (2nd ed.). University of Chicago Press.
- Selection of literature according to topic

Study Format myStudies

Study Format myStudies	Course Type Thesis
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Bachelor Thesis

Student Workload					
Self Study 270 h	Presence 0 h	Tutorial 0 h	Self Test 0 h	Practical Experience 0 h	Hours Total 270 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input checked="" type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Study Format Distance Learning

Study Format Distance Learning	Course Type Thesis
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Written Assessment: Bachelor Thesis

Student Workload					
Self Study 270 h	Presence 0 h	Tutorial 0 h	Self Test 0 h	Practical Experience 0 h	Hours Total 270 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input checked="" type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Colloquium

Course Code: DLBBT02

Study Level	Language of Instruction	Contact Hours	CP	Admission Requirements
BA	English		1	none

Course Description

The colloquium will take place after the submission of the bachelor's thesis. This is done at the invitation of the experts. During the colloquium, students must prove that they have independently produced the content and results of the written work. The content of the colloquium is a presentation of the most important work contents and research results by the student as well as the answering of questions by experts.

Course Outcomes

On successful completion, students will be able to

- present a problem from their field of study using academic presentation and communication techniques.
- reflect on the scientific and methodological approach chosen in their bachelor's thesis.
- demonstrate that they can actively answer subject-related questions from the subject experts (reviewers of the bachelor's thesis).

Contents

- The colloquium includes a presentation of the most important results of the bachelor's thesis, followed by the student answering the reviewers' technical questions.

Literature

Compulsory Reading

Further Reading

- Subject specific literature chosen by the student

Study Format myStudies

Study Format myStudies	Course Type Thesis Defense
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Presentation: Colloquium

Student Workload					
Self Study 30 h	Presence 0 h	Tutorial 0 h	Self Test 0 h	Practical Experience 0 h	Hours Total 30 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed

Study Format Distance Learning

Study Format Distance Learning	Course Type Thesis Defense
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Information about the examination	
Examination Admission Requirements	BOLK: no Course Evaluation: no
Type of Exam	Presentation: Colloquium

Student Workload					
Self Study 30 h	Presence 0 h	Tutorial 0 h	Self Test 0 h	Practical Experience 0 h	Hours Total 30 h

Instructional Methods	
<input type="checkbox"/> Learning Sprints® <input type="checkbox"/> Course Book <input type="checkbox"/> Vodcast <input type="checkbox"/> Shortcast <input type="checkbox"/> Audio <input type="checkbox"/> Exam Template	<input type="checkbox"/> Review Book <input type="checkbox"/> Creative Lab <input type="checkbox"/> Guideline <input type="checkbox"/> Live Tutorium/Course Feed