

7 Minor Programmes (For Non-Computing Students)

7.1 Minor in Computing

7.1.1 Objectives

To perform effectively in a knowledge-intensive economy, a professional must harness IT both as basic tools and productivity aids. In particular, he must be able to exploit and manage the broad spectrum of services and large amount of information on the Internet. Besides the serious business of work, just to learn, be informed, or to play, one must deal with IT too.

To meet this ever increasing need for IT proficiency, the School of Computing (SoC) offers a Minor in Computing programme. The aim of the programme is to equip students with essential understanding of technology and applications of IT and also its broader business and social implications. The programme not only admits students into the citizenry of the information society, but also launches them onto the starting point of a life-long pursuit to keep pace with information technology.

To broaden the availability of the modules in the programme, individual minor modules will also be offered as cross faculty modules.

7.1.2 Structure

To be awarded a minor in Computing, a student must pass the following **six modules**, with a minimum of **twenty modular credits**.

Code	Title
IT1001	Introduction to Computing
IT1002	Introduction to Programming
IT2001	Network Technology and Applications
IT2002	Database Technology and Management
IT3001	Hypermedia Applications and any one level-3 CS module; or any two SoC level-3 CS modules

The flexible arrangement for level-3 modules would better meet the aspirations of students because of their widely diverse background. For example, this policy will open up the SoC level-3 CS modules in the area of Computer Science to science and engineering students.

The descriptions of the five minor modules are in Chapter 11 - Appendix A.

7.2 Minor in Management of Information Technology

7.2.1 Objectives

Information Technology (IT) has become a key component of organizations today. Its impact is felt from the way organizations are structured all the way to the design, development, manufacture and marketing of products. It enables organizational and operational processes. It is also embedded in products and services. It is vital that this key resource is efficiently managed.

The aim of this minor is to introduce students to the key concepts involved in the management of IT. The target audience for this minor consists of both users of technology as well as providers of technology. The course should benefit would-be managers, engineers and entrepreneurs.

7.2.2 Structure

To be awarded a minor in *Management of Information Technology*, a student must pass the following **six modules**, with a minimum of **19 modular credits**.

Code	Title
IT1001	Introduction to Computing (3 MCs)
IT1002	Introduction to Programming (4 MCs)
CS2250	IS Theory and Practice (3 MCs)
Any three of the following:	
CS3250	Management Support Systems (3 MCs)
CS3251	Technology Strategy and Management (3 MCs)
CS3252	Management Science (3 MCs)
CS3253	Management of Information Systems (3 MCs)
CS3260	Telecommunications in Business (3 MCs)

As the Engineering curriculum has an intensive programming requirement, students from the Engineering faculty need to pass at least two modules including CS2250 and one of the level-3 modules listed above.

See Chapter 11 - Appendix A for a complete list of module descriptions.