



FACULTY OF APPLIED SCIENCES
BACHELOR OF SCIENCE IN COMPUTING
LEARNING MODULE OUTLINE

Academic Year	2023/2024	Semester	2
Module Code	COMP410		
Learning Module	Internship		
Pre-requisite(s)	Nil		
Medium of Instruction	English		
Credits	3	Contact Hours	45 hrs
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MODULE DESCRIPTION

This learning module is to provide practical experience in a professional setting for students. Students will have an opportunity to exercise their IT knowledge and the skills they have acquired in a supervised environment, demonstrating competence in obtaining employment relevant to the academic learning through activities such as creating a CV, researching the market/industry, networking, making job applications and attending interviews. The projected outcomes are: an authentic work experience, the credential of having completed a professional internship, and the establishment of a personal network of professional associates valuable for career advancement.

MODULE INTENDED LEARNING OUTCOMES (ILOS)

On completion of this learning module, students will be able to:

M1.	Demonstrate competence in obtaining employment relevant to the academic learning through activities such as creating a CV, researching the market/industry, networking, making job applications and completing professional interviews as a candidate; (D1p, ET6p, EP4p)
M2.	Gain practical experience and training in a professional setting; (EP2p, EP3p)
M3.	Apply IT knowledge and the skills that have been acquired in a supervised environment, including resolving technical challenges that are new to the student; (D3p, EP6p)
M4.	Reflect on how the experience gained from applying academic learning in the workplace has influenced the future career direction. (ET1p, ET2p, D6p)



These ILOs aims to enable students to attain the following Programme Intended Learning Outcomes (PILOs):

PILOs	M1	M2	M3	M4
P1. Select and apply proven methods, tools and techniques to the effective and efficient implementation of information systems;			✓	
P2. Evaluate computer systems in a local area network, and understand the additional requirements for connection to other networks through wide area networks;				
P3. Be competent in system development in the Internet and the web platform;	✓			
P4. Work independently to design and implement a relational database, with an emphasis on how to organise, maintain and retrieve information from a DBMS;				
P5. Acquire essential knowledge in specific fields of computing disciplines including multimedia, security and artificial intelligence;		✓		
P6. Acquire the perceptive skills needed to understand information presented in the form of UML diagram, flow chart or other industry standard formats;				
P7. Understand the need for and use of the necessary mathematical techniques;				
P8. Work independently to develop an understanding of, and the knowledge and skills associated with the general support of computer systems and networks;	✓		✓	
P9. Work as an effective member of a team in the analysis, design and development of software systems;		✓		
P10. Use project planning and management techniques in systems development;				
P11. Understand the fundamental and operational issues of computer systems in business environments;		✓		
P12. Equip with adequate written, oral communication and interpersonal skills;	✓			
P13. Build the capacity and desire for lifelong learning and to learn advanced and emerging technologies on one's own;		✓		✓
P14. (For Enterprise Information Systems specialization) Gain an in-depth understanding of the information technology related to enterprise information systems, with an emphasis on development of such systems to support business processes;				
P15. (For Gaming Technology specialization) Acquire the general and advanced knowledge of current technologies and operating environment in the gaming industry;				
P16. (For Computer Education specialization) Acquire the general and practical knowledge of computer education and its practicing environment in secondary education.				



TEACHING AND LEARNING ACTIVITIES

In this learning module, students will work towards attaining the ILOs through the following teaching and learning activities:

Teaching and Learning Activities	M1	M2	M3	M4
T1. Preparing weekly status reports				✓
T2. Preparing work plan				✓
T3. On-the-job training	✓	✓	✓	

ATTENDANCE

Attendance requirements are governed by the Academic Regulations Governing Bachelor's Degree Programmes of the Macao Polytechnic University. Students who do not meet the attendance requirements for the learning module shall be awarded an 'F' grade.

ASSESSMENT

In this learning module, students are required to complete the following assessment activities:

Assessment Activities	Weighting (%)	AHEP3 LOs	ILOs to be Assessed
A1. Intern Report (Includes Internship Work-plan, Weekly Status Report and Final Report)	90%	D1p, D3p, ET1p, ET2p, ET6p, EP2p, EP3p, EP4p, EP6p	M1, M2, M3, M4
A2. Presentation	10%	D6p	M3, M4

The assessment will be conducted following the University's Assessment Strategy (see www.mpu.edu.mo/teaching_learning/en/assessment_strategy.php). Passing this learning module indicates that students will have attained the ILOs of this learning module and thus acquired its credits.

No re-sit examination is provided for the internship module. Please note that if you fail the module, you have to retake it in the other academic year. Since this module is offered in year 4, failing the module will delay the award of the degree.

REQUIRED READINGS

There is no required text for this module. A self-learning ability is essential. Students are encouraged to search for relevant reference by themselves. The College supervisor will recommend suitable references for individual projects on a required basis.

STUDENT FEEDBACK

At the end of every semester, students are invited to provide feedback on the learning module and the teaching arrangement through questionnaires. Your feedback is valuable for instructors to enhance the module and its delivery for future students. The instructor and programme coordinators will consider all feedback and respond with actions formally in the annual programme review.



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ACADEMIC INTEGRITY

The Macao Polytechnic University requires students to have full commitment to academic integrity when engaging in research and academic activities. Violations of academic integrity, which include but are not limited to plagiarism, collusion, fabrication or falsification, repeated use of assignments and cheating in examinations, are considered as serious academic offenses and may lead to disciplinary actions. Students should read the relevant regulations and guidelines in the Student Handbook which is distributed upon the admission into the University, a copy of which can also be found at www.mpu.edu.mo/student_handbook/.