FACULTY OF APPLIED SCIENCES

BACHELOR OF SCIENCE IN COMPUTING

LEARNING MODULE OUTLINE

Academic Year	2024/2025	Semester	2
Module Code	MSEL102		
Learning Module	Introduction to Psychology		
Pre-requisite(s)	Nil		
Medium of Instruction	English		
Credits	3	Contact Hours	45 hrs
Instructor	Constance Ho	Email	t1210@mpu.edu.mo
Office	------	Office Phone	85993281

MODULE DESCRIPTION

The module is designed to introduce students to the study of psychology. It is intended to provide broad coverage of the field by presenting basic theories, research, and applied use of psychology. It will give students a background from which to either pursue more advanced psychology modules, or to retain the information as a basic knowledge of psychology in general. Areas that will be covered include: research methods, human development, memory, learning, intelligence, motivation, personality, health psychology, psychological disorders, social psychology, and psychology of gaming. These areas will be approached from both theoretical and applied perspectives.

MODULE INTENDED LEARNING OUTCOMES (ILOS)

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

M1.	Understand the fundamental theories and concepts of Psychology; (ET2p)
M2.	Evaluate claims about human behavior using the knowledge of Psychology and scientific method; (ET3p)
M3.	Develop effective communication skills in human relationships; (D6p)
M4.	Apply theories and principles of Psychology to everyday behavioral issues. (ET3p)

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.				

MODULE SCHEDULE, COVERAGE AND STUDY LOAD

Week	Content Coverage	Contact Hours
1	1. Introduction	3
	1.1. Psychologists at Work	
	1.2. Research in Psychology	
2	2. Drug Use: The Highs & Lows of Consciousness	3
	2.1. Stimulants: Drug Highs	
	2.2. Depressants: Drug Lows	

	2.3. Narcotics: Relieving Pain & Anxiety	
3	3. Memory	3
	3.1. The Foundations of Memory	
	3.2. Forgetting	
4	4. Motivation and Emotion	3
	4.1. The Foundations of Memory Motivation Theories	
	4.2. Human Needs and Motivation	
	4.3. Understanding Emotional Experiences	
5-6	5. Thinking, Language, and Intelligence	6
	5.1. Thinking and Reasoning	
	5.2. Language Development	
	5.3. Theories of Intelligence	
7	6. Learning	3
	6.1. Classical Conditioning	
	6.2. Operant Conditioning	
	6.3. Cognitive Approaches to Learning	
8-9	7. Development	6
	7.1. The Enduring Developmental Issue	
	7.2. Infancy and Childhood	
	7.3. Adolescence	
	7.4. Adulthood	
10	8. Personality	3
	8.1. Psychodynamic Approaches to Personality	
	8.2. Trait, Learning, Biological & Evolutionary, & Humanistic Approaches	
11	9. Health Psychology	3
	9.1. Stress and Coping	
	9.2. Psychological Aspects of Illness and Well-Being	
	9.3. The Major Psychological Disorders	
12	10. Social Psychology	3

	10.1. Attitudes and Social Cognition	
	10.2. Social Influence	
	10.3. Prejudice and Discrimination	
13-15	11. The Psychology of Gaming	9
	11.1. Cognitive Biases & Heuristics	
	11.2. Pathological Gambling Behaviors	

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. Lectures, videos, tutorials	✓	✓	✓	✓
T2. In-class exercises. discussions	✓	✓	✓	✓

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. Assignments / Classwork	25%	D6p; ET2P; ET3p	M1, M2, M3, M4
A2. Test	25%	D6p; ET2P; ET3p	M1, M2, M3, M4
A3. Examination	50%	D6p; ET2P; ET3p	M1, M2, 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.

Students with an overall score of less than 35 in the coursework must take the re-sit examination even if the overall score for the module is 50 or above.

Students with a score of less than 35 in the final examination must take the re-sit examination even if the overall score for the module is 50 or above.

Students with an overall final grade of less than 35 are NOT allowed to take the re-sit examination.

REQUIRED READINGS

1. Feldman, R. S. (2019). *Understanding Psychology* (14th Edition) (International Edition). New York: McGraw Hill.

REFERENCES

1. Santrock, J. W. (2011). *Life-Span Development* (13th Edition). New York: McGraw Hill.
2. Selected Journal Articles.

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.

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/.