



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

Academic Year	2025/2026	Semester	1
Module Code	COMP406		
Learning Module	Selected Topics 1		
Pre-requisite(s)	Nil		
Medium of Instruction	English		
Credits	3	Contact Hours	45 hrs
Instructor	Joanna Leung Kei Wai	Email	T1848@mpu.edu.mo
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MODULE DESCRIPTION

This module covers state-of-the-art topics about smart tourism, which is highly relevant to the sustainable development of Macao's economy. Students will be introduced to technical topics such as artificial intelligence-based applications, robotics, the Internet of Things (IoT), etc., and their applications in the hospitality and tourism industries. These key concepts will be interrelated to areas of management and information systems for explaining how information technologies can be utilized to improve the services in these industries and the experience of tourists.

MODULE INTENDED LEARNING OUTCOMES (ILOS)

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

M1.	Explain the relationship between the use of smart tourism and the sustainable development of Macao's economy; (ET2p)
M2.	Describe key technical areas in smart tourism and their applications in the industry; (EA1p, EA2p)
M3.	Justify the architecture of smart tourism applications based on the scenarios from the hospitality and tourism industries; (EA1p, ET2p)
M4.	Analyze the roles of smart technologies in improving the hospitality and tourism industries; (ET1p, ET2p)
M5.	Examine the benefits of using smart tourism applications with management and information systems knowledge. (ET3p)



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

PILOs	M1	M2	M3	M4	M5
P1. Select and apply proven methods, tools and techniques to the effective and efficient implementation of information systems;	V				
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;		V			
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;			V	V	
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;	V	V	V	V	V
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
1-3	1. Introduction to Smart Tourism	9
	1.1 What is Tourism?	
	1.2 How can tourism become smart?	
	1.3 Foundations of tourism destinations	
4-6	2. Tourism Destination Governance and Its Challenges	9
	2.1 Approaches to Tourism Destination Development	
	2.2 Foundations of Tourism Destination Governance	
	2.3 Network Governance of Tourism Destinations	
	2.4 Challenges of Tourism Destination Governance	
7-9	3. Smart Destinations	9
	3.1 Smart Tourism and Its Development	
	3.2 Foundations of Smart Tourism Design	
	3.3 Smart Tourism Ecosystem	
10-12	4. Data analytics and related technologies for Smart Tourism	9
	4.1 Identifying strategic visitor flows using big data analytics	
	4.2 Finding the intersection between visitor flows and destinations	
	4.3 Using the smart approach to get insights into the dynamics of a destination	
13-15	5. Designing Tourist Experience Based on Smart Data – Application and Cases	9
	5.1 Smart tourism services	
	5.2 Smart tourism marketing	
	5.3 Smart tourism E-commerce	
	5.4 Smart Hotel/ Museum/ Travel Agency	



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	M5
T1. Lectures	✓	✓	✓	✓	✓
T2. In-class exercises	✓	✓	✓	✓	✓

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. Assignment / Classwork	25%	EA1p, EA2p, ET2p, ET3p	M1, M2, M3, M5
A2. Test	25%	EA1p, EA2p, ET1p, ET2p, ET3p	M2, M3, M4, M5
A3. Examination	50%	EA1p, EA2p, ET1p, ET2p, ET3p	M1, M2, M3, M4, M5

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

Textbook(s)

1. There is no official textbook for this module. Materials and readings will be provided in class.



REFERENCES

1. Gajdošík, Tomáš. *Smart Tourism Destination Governance: Technology and Design-Based Approach (Routledge Focus on Tourism and Hospitality)*. Routledge, 2022.
2. Buhalis, Dimitrios; Taheri, Babak; and Rahimi, Roya. *Smart Cities and Tourism: Co-creating Experiences, Challenges and Opportunities*. Goodfellow Publishers, 2022.

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/.