

1. Course Name:	
Computer Application	
2. Course Code:	
MUC 2n4	
3. Semester / Year:	
Second	
4. Description Preparation Date:	
9/12/2025	
5. Available Attendance Forms:	
6. Number of Credit Hours (Total) / Number of Units (Total)	
3 / 2	
7. Course administrator's name (mention all, if more than one name)	
Lydia Naseer Faraj	
8. Course Objectives	
Course Objectives	By the end of this course, students should be able to: 1. Understand the fundamentals of computer networks and network security. 2. Explain the main concepts and services of E-Commerce and online banking. 3. Identify and resolve common hardware and software problems through systematic troubleshooting. 4. Understand the foundations, history, and approaches of Artificial Intelligence (AI). 5. Recognize the applications of AI in different sectors such as education, healthcare, and industry. 6. Discuss social and ethical issues related to AI, including privacy, employment, and data ethics. 7. Explore future trends and innovations in AI technologies.
9. Teaching and Learning Strategies	
Strategy	• Lectures & Presentations: To introduce theoretical concepts and background information. • Laboratory Sessions: Hands-on practice with networking, E-commerce interfaces, and AI applications. • Group Discussions: To analyze societal and ethical implications of AI. • Case Studies: On AI in everyday life, online banking, and security threats. • Assignments & Projects: Applied work in troubleshooting, AI demonstration or simple models. • Multimedia and Simulations: To visualize AI and networking systems.

1. Course Structure					
Week	Hours	Required Learning Outcomes	Unit or subject name	Learning method	Evaluation method
1	2	Define the concept of networks and identify their types.	Security and Networking	Lecture + Discussion	Quiz / Oral questions
2	2	Explain network components and security basics.	Security and Networking (continued)	Lecture + Practical demo	Short written task
3	2	Understand electronic business services and online banking.	E-Commerce	Lecture + Case study	Class discussion
4	2	Explore mobile and SMS banking, and electronic alerts.	E-Commerce (continued)	Lab + Simulation	Practice exercise
5	2	Identify common hardware and software problems.	Computer Troubleshooting	Lecture + I	Lab observation
6	2	Apply troubleshooting steps and use diagnostic tools.	Computer Troubleshooting (continued)	Lab practice	Practical test
7	2		First Examination		
8	2	Describe AI concept, history, and techniques. Examine AI challenges and ethical considerations.	Introduction to AI	Lecture + Discussion	Quiz
9	2	Recognize AI applications in daily life and smart devices.	AI in Our Daily Lives	Lecture + Demo	Practical activity
10	2	Analyze real-world applications in different domains.	Applications of AI	Lecture + Project work	Assignment submission
11	2	Continue exploring applications in finance, marketing, and healthcare.	Applications of AI (continued)	Group work Case analysis	Test
12	2	Discuss the influence of AI on society and human relations.	AI and Society	Lecture + Discussion	Reflection paper
13	2	Evaluate ethical and privacy challenges of AI.	Ethical Challenges in AI	Lecture + Debate	Participation score
14	2	Explore the future of AI and emerging technologies.	The Future of AI	Lecture + Presentation	Project submission
15	2		Second Examination		

2. Course Evaluation	
The evaluation will include: • Class participation and attendance: 10% • Assignments and practical activities: 20% • Quizzes or midterm exam: 20% • Project or presentation: 20% • Final exam (Theory and Practical): 30% Total: 100%	
3. Learning and Teaching Resources	
Required textbooks (curricular books any)	• Brown, G., & Watson, D. (2020). Cambridge IGC Information and Communication Technology (3rd ed.) Cambridge University Press. • Banafa, A. (2024). Introduction to Artificial Intelligence (AI) (1st ed.). Academic Press.
Main references (sources)	• Evans, A., Martin, K., & Poatsy, M. A. (2020). Technology in Action Complete (16th ed.). Pearson Education. • Frye, C., & Lambert, J. (2019). Microsoft Office 2019 Step by Step (1st ed.). Microsoft Press. • الحضر، علي (2016). أساسيات الحاسوب. الحضر علي، الحضر للنشر. • عادل عبد النور (2005). مدخل إلى عالم الذكاء الاصطناعي. دار الفكر العربي.
Recommended books and references (scientific journals, reports...)	• Rich, E. & Knight, K. Artificial Intelligence. McGraw Hill. • Tanenbaum, A. S. Computer Networks. Prentice Hall
Electronic References, Websites	• https://www.ibm.com/topics/artificial-intelligence • https://www.coursera.org/ AI and Networking course • https://ai.google/ AI Projects and Research • https://www.khanacademy.org/computing Basic computer and networking tutorials • https://www.tutorialspoint.com/ E-commerce, Networking, AI basics

Course Description Form