

COURSE OUTLINE

247. GENERAL

SCHOOL	School of Humanities and Social Sciences		
ACADEMIC UNIT	Department of History & Archaeology		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	YDG206	SEMESTER	2nd
COURSE TITLE	INTRODUCTION TO COMPUTER SCIENCE		
INDEPENDENT TEACHING ACTIVITIES <i>if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits</i>	WEEKLY TEACHING HOURS	CREDITS	
THEORY (2) AND PRACTICE (1)	3	5	
<i>Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).</i>			
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	SPECIALISED GENERAL KNOWLEDGE		
PREREQUISITE COURSES:	-		
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	GREEK		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	YES		
COURSE WEBSITE (URL)	https://eclass.upatras.gr/ http://www.ha.upatras.gr/en/undergraduate-studies/courses/b-semester/ydg206/		

248. LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

Upon completion of this course, the student will be able to:

- Develop theoretical knowledge related to various aspects of computer science;
- Develop theoretical and practical knowledge related software and hardware;
- Develop theoretical and practical knowledge related to operating systems and file systems;
- Develop theoretical and practical knowledge related to computer networks;
- Develop theoretical and practical knowledge related to computational thinking and algorithms;
- Develop theoretical and practical knowledge related to security and privacy;
- Develop theoretical and practical knowledge related to open source operating systems and open source communities;

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology	Project planning and management
Adapting to new situations	Respect for difference and multiculturalism
Decision-making	Respect for the natural environment
Working independently	Showing social, professional and ethical responsibility and sensitivity to gender issues
Team work	Criticism and self-criticism
Working in an international environment	Production of free, creative and inductive thinking
Working in an interdisciplinary environment
Production of new research ideas	Others...

- Exploiting modern technologies and devices
- Computational/Algorithmic Thinking
- Programming Computers
- Algorithmic Thinking
- Decision-making
- Working independently
- Team work
- Production of free, creative and inductive thinking

249. SYLLABUS

- Introduction to Computer Science
- Data Representation
- Hardware and Architecture
- Operating Systems
- File Systems
- Algorithms
- Software Programming
- Networks and World Wide Web
- Privacy and Security
- Applications
- Unix and other Open Source Projects

250. TEACHING and LEARNING METHODS - EVALUATION

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Face-to-Face, Classroom Teaching	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	Asynchronous on-line learning platform (eclass).	
TEACHING METHODS <i>The manner and methods of teaching are described in detail.</i> <i>Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.</i> <i>The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</i>	Activity	Semester workload
	Lectures	39
	Interactive Teaching (distant and in class)	30
	Independent study and work on take-home questions	56
	Course total	125

<p style="text-align: center;">STUDENT PERFORMANCE EVALUATION</p> <p><i>Description of the evaluation procedure</i></p> <p><i>Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other</i></p> <p><i>Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i></p>	<ul style="list-style-type: none"> • Final Exam 100%
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251. ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

- Book [50658777]: Εισαγωγή στην Πληροφορική, 10η Έκδ, Συγγραφείς: Beekman Ben, Beekman George, ISBN: 978-960-512-6674, Διαθέτης (Εκδότης): Χ. ΓΚΙΟΥΡΔΑ & ΣΙΑ ΕΕ
- Book [50662515]: Εισαγωγή στην πληροφορική και τον προγραμματισμό, Έκδοση: 3η/2015, Συγγραφείς: ΠΑΓΚΑΛΟΣ ΓΕΩΡΓΙΟΣ, ISBN: 978-960-602-019-3, Διαθέτης (Εκδότης): ΑΦΟΙ ΚΥΡΙΑΚΙΔΗ ΕΚΔΟΣΕΙΣ Α.Ε.
- Book [14520]: Εισαγωγή στην Πληροφορική και την Αρχιτεκτονική των Η/Υ, Έκδοση: 1η έκδ./2005, Συγγραφείς: Χατζίνας Σωτήρης, Αναγνώστου Παναγιώτης Κ., ISBN: 978-960-411-503-7, Διαθέτης (Εκδότης): ΣΤΕΛΛΑ ΠΑΡΙΚΟΥ & ΣΙΑ ΟΕ