

**Module Title**                      **ENTERPRISE SYSTEMS****Date of Approval**            February 2012**Module Code**                6CC506                                      **Pre-requisite**  
None**Module Level**                6**Credit value**                20**Total Number  
of Learning Hours**        200**Key Words**                 Computer Information System, Computer Systems Design,  
Computing Architecture**Module Delivery  
Mode**                        Blended / Face to Face**Module Description**

This module focuses on the issues involved in designing, developing and deploying large-scale, highly-scalable enterprise systems, i.e., those that support a broad range of mission-critical functions in a typical business. This includes exploration of architectures, emerging technology and current research, technical choices, and integration with legacy systems. Particular focus is placed on the use of critical thinking to evaluate and resolve enterprise development issues, and the application rational methods for selecting technologies when presented with a variety of choices.

**Module Learning  
Outcomes**                On successful completion of the module, students will be able to:

1. Demonstrate a comprehensive and critical familiarity with available enterprise application implementation options, and demonstrate the ability to make objective, rational decisions – and defend them – about enterprise application development issues.
2. Be able to design and implement key features of enterprise applications.

**Module Content**

- General:
  - Decision-making
  - Critical thinking
  - Debating
- Subject-specific:
  - Enterprise architecture
  - An overview of current development platforms and technologies used to develop complex enterprise applications.
  - Implementation strategies: integrating pre-packaged open source vs commercial solutions vs software development using programming and scripting languages.
  - Operating systems, server, data management, and software configurations and options.
  - Development, deployment, maintenance and support issues unique to enterprise systems.

- Integrating legacy systems.
- Security and privacy issues.
- Ethical, legal and governance issues.
- Specific areas of functionality, e.g., e-commerce and payment systems, forums, "business-to-business" systems, enterprise resource planning, customer relationship management, social networking systems, content management systems, etc.
- Emerging technologies, "hot" topics, research and new developments.

### **Module Learning and Teaching Methods**

Seminars allow maximum flexibility in face-to-face delivery, and may consist of lectures, discussions, and in-class debates. Drop-in clinics are intended to provide students an opportunity to discuss issues with the instructor, and allow those weaker in the technical aspects of the subject to obtain assistance.

Due to the nature of the subject – in which clearly-defined answers to complex problems are rarely obvious, and in which a myriad of acceptable choices are available – students will be explicitly encouraged to develop their critical thinking, decision-making, and debating skills. Students will apply these skills in seminar sessions consisting of debates and discussions centred on contentious issues in the field of enterprise systems.

<b>Activity Type</b>	<b>Hours</b>
Seminars	24
Clinics	24
Guided independent study	152

Scheduled learning and teaching activities:	24%
Guided independent study:	76%

### **Module Assessment**

**Mode: Coursework/Examination 100%**

Coursework/Examination 1: 40%

Students will produce a portfolio of research used to inform their participation in classroom debates and discussions.

Coursework/Examination 2: 60%

Students will design, implement, test and evaluate one or more typical components of an enterprise system. Project milestones will be used to monitor progress and provide formative feedback.

### **Reading list**

All required reading materials will be provided and/or referenced on-line.