

FACULTY OF BUSINESS ADMINISTRATION OFFICE OF THE DEAN

COURSE / MODULE / BLOCK DETAILS

ACADEMIC YEAR / SEMESTER

Offered by: BUSINESS ADMINISTRATION			
Course Title: COMPUTER APPLICATIONS IN BUSINESS		Course Org. Title: COMPUTER APPLICATIONS IN BUSINESS	
Course Level: Bachelor's Degree		Course Code: QMT 4213	
Language of Instruction: English		Form Submitting/Renewal Date 23/09/2020	
Weekly Course Hours: 3		Course Coordinator: PROF.DR. SABRİ ERDEM	
Theory	Application	Laboratory	National Credit: 3
3	0	0	ECTS Credit: 5



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Offered to:	Course Status: Compulsory/Elective
Name of the Department:	
BUSINESS ADMINISTRATION	Elective Course



DOKUZ EYLUL UNIVERSITY



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Instructor/s:

PROF.DR. SABRİ

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Course Objective:

The objective of this course is to provide basics of mobile application and database development for the essential business processes.

Learning Outcomes:

- 1 Understand the basics of programming languages, data algorithms and data structures.
- 2 Build the essential database applications for business processes.
- 3 Design solutions to operational business problems.
- 4 Implement programs using scratch based mobile programming environment.
- 5 Develop business solutions for end users that are user-friendly.

Learning and Teaching Strategies:**1. Lecture**

Lectures are supported by related concepts and class discussions.

2. Project

Projects covering all topics are prepared during the semester.

3. Presentation

Projects are presented and discussed at the end of the semester.

4. Weekly Assignments

It is expected to develop applications introduced during the class time weekly.

Assessment Methods:

Name	Code	Calculation formula
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Further Notes about Assessment Methods:**1. Project**

Projects covering all topics are prepared during the semester and presented at the end of the semester by students

2. Weekly Assignments

Students develop mobile applications by the class activities weekly.



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Assessment Criteria:

Textbook(s)/References/Materials:

1. Gaddis, T., & Halsey, R. (2014). Starting Out with App Inventor for Android. Addison-Wesley Professional.
2. Concepts of Programming Languages, Robert Sebesta, 9th Edition, 2009, Pearson Pub.

Course Policies and Rules:

1. It is expected to participate actively to the in-class activities although there is no obligation formally.
2. Violations of Plagiarism of any kind will result in disciplinary steps being taken.

Contact Details for the Instructor:

sabri.erdem@deu.edu.tr

Office Hours:

TBA

Course Outline:

Week	Topics:	Notes:
1	Describing Application Development Environment	Course Videos, Gaddis, T., & Halsey, R. (2014). Starting Out with App Inventor for Android. Addison-Wesley Professional.
2	Introducing Visual and Mobile Application	Course Videos, Gaddis, T., & Halsey, R. (2014). Starting Out with App



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		Inventor for Android. Addison-Wesley Professional.
3	Describing Objects	Course Videos, Gaddis, T., & Halsey, R. (2014). Starting Out with App Inventor for Android. Addison-Wesley Professional.
4	Variables and List Structures	Course Videos, Gaddis, T., & Halsey, R. (2014). Starting Out with App Inventor for Android. Addison-Wesley Professional.
5	Conditional Statements	Course Videos, Gaddis, T., & Halsey, R. (2014). Starting Out with App Inventor for Android. Addison-Wesley Professional.
6	Loop Structures	Course Videos, Gaddis, T., & Halsey, R. (2014). Starting Out with App Inventor for Android. Addison-Wesley Professional.
7	Procedures and Functions	Course Videos, Gaddis, T., & Halsey, R. (2014). Starting Out with App Inventor for Android. Addison-Wesley Professional.
8	Database Applications	Course Videos, Gaddis, T., & Halsey, R. (2014). Starting Out with App Inventor for Android. Addison-Wesley Professional.
9	Reading and Writing the Files	Course Videos, Gaddis, T., & Halsey, R. (2014). Starting Out with App Inventor for Android. Addison-Wesley Professional.
10	Working with graphics, multimedia and animations	Course Videos, Gaddis, T., & Halsey, R. (2014).



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		Starting Out with App Inventor for Android. Addison-Wesley Professional.
11	Working with graphics, multimedia and animations	Course Videos, Gaddis, T., & Halsey, R. (2014). Starting Out with App Inventor for Android. Addison-Wesley Professional.
12	Project Presentations	Student presentations



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ECTS Table

Course Activities	Number	Duration (hour)	Total Work Load (hour)
In Class Activities			
Lectures	6	3	18
Tutorials	6	3	18

Exams

Project Final Presentation	1	1,5	2
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Out of Class activities

Preparations before/after weekly lectures	12	2	24
Reading	1	15	15
Design Project	1	15	15
Preparing assignments	1	30	30
Preparing presentations	1	6	6
Total Work Load (hour)			128
ECTS Credits of the Course= Total Work Load (hour) / 25			5