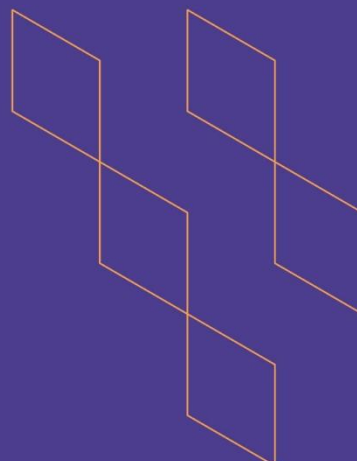




T-104  
2022

## Course Specification



Course Title: Management Information Systems
Course Code: MIS 201
Program: Bachelor of Science in Business Administration / Management
Department: Management
College: Business Administration & Tourism
Institution: The University of Prince Mugrin (UPM)
Version: 2
Last Revision Date: 9 August 2023



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## A. General information about the course:

### Course Identification

1. Credit hours: 3 credit hours

#### 2. Course type

a. University  College  Department  Track  Others

b. Required  Elective

3. Level/year at which this course is offered: Level 3/ Year 2

#### 4. Course general Description

This course introduces students to Management Information Systems (MIS) concepts, tools, and techniques used in various functions of a business enterprise. The course examines how organizations implement and maintain information systems to take advantage of recent technological advances in information technology. Finally, it covers important concepts in managerial information systems such as electronic commerce, enterprise information systems, and information security and ethics.

5. Pre-requirements for this course (if any): CS 115; Introduction to computing for business

6. Co- requirements for this course (if any):

#### 7. Course Main Objective(s)

At the end of this course, students will be able to:

1. Understand the importance of Information systems in running and managing a business today.
2. Practice and articulate fundamental concepts and functions of information systems management
3. Discover various aspects of E-commerce, enterprise information systems, security issues and ethical aspect.
4. Recognize the role of information systems in management decision making.





## 1. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1.	Traditional classroom	45	100%
2.	E-learning		
3.	Hybrid <ul style="list-style-type: none"> <li>• Traditional classroom</li> <li>• E-learning</li> </ul>		
4.	Distance learning		

## 2. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	30
2.	Laboratory/Studio	0
3.	Field	0
4.	Tutorial	15
5.	Others (specify)	
	<b>Total</b>	<b>45</b>

\* The length of time that a learner takes to complete learning activities that lead to achievement of course learning outcomes, such as study time, homework assignments, projects, preparing presentations, library times

## B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding			
1.1	Explain the role and functions of information systems in organizations.	K2	<ul style="list-style-type: none"> <li>• Concept map</li> <li>• Demonstrations</li> <li>• Diagrams</li> <li>• Flowcharts</li> <li>• Group discussions</li> <li>• Summarize</li> </ul>	<ul style="list-style-type: none"> <li>• Concept map</li> <li>• Create a summary.</li> <li>• Essay</li> <li>• Infographics</li> <li>• Presentation</li> <li>• Provide examples.</li> <li>• Quizzes</li> <li>• Short answers</li> </ul>
1.2	Describe emerging and trending technologies, (such as Artificial Intelligence (AI), Machine Learning (ML), Deep Learning (DL), Cloud Computing, Mobility, Virtual Reality	K2	<ul style="list-style-type: none"> <li>• Concept map</li> <li>• Demonstrations</li> <li>• Diagrams</li> <li>• Flowcharts</li> <li>• Group discussions</li> <li>• Summarize</li> </ul>	<ul style="list-style-type: none"> <li>• Concept map</li> <li>• Create a summary.</li> <li>• Essay</li> <li>• Infographics</li> <li>• Presentation</li> <li>• Provide examples.</li> <li>• Quizzes</li> <li>• Short answers</li> </ul>



Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
	(VR), and Augmented Reality (AR)), and discuss how these technologies may affect the business environment.			
1.3	Demonstrate an understanding of roles and components of e-business, e-commerce, and e-government in organization.	K3	<ul style="list-style-type: none"> <li>Highlight keywords.</li> <li>List</li> <li>Memory activities</li> <li>Reading materials</li> <li>Watching presentations and videos</li> </ul>	<ul style="list-style-type: none"> <li>Clicker questions</li> <li>Fill in the blanks.</li> <li>Label</li> <li>Match</li> <li>Multiple choice</li> <li>Quizzes</li> <li>True and false questions</li> </ul>
2.0	<b>Skills</b>			
2.1	Illustrate the different methodologies to develop, acquire, or outsource business information systems.	S1	<ul style="list-style-type: none"> <li>Brainstorm</li> <li>Decision-making tasks</li> <li>Develop and describe new solutions or plans.</li> <li>Design project</li> <li>Presentations</li> <li>Performance</li> <li>Research projects</li> <li>Written assignment</li> </ul>	<ul style="list-style-type: none"> <li>Develop criteria to evaluate the product or solution.</li> <li>Outline alternative solutions.</li> <li>Research proposal</li> <li>Presentations</li> <li>Assignments</li> <li>Essay</li> <li>Short answers.</li> </ul>
2.2	Describe the main concepts of business intelligence, including data processing, collection, visualization, and show how it plays a significant role in business context, especially in the decision-making process.	S1	<ul style="list-style-type: none"> <li>Concept map</li> <li>Demonstrations</li> <li>Diagrams</li> <li>Flowcharts</li> <li>Group discussions</li> <li>Summarize</li> </ul>	<ul style="list-style-type: none"> <li>Concept map</li> <li>Create a summary.</li> <li>Essay</li> <li>Infographics</li> <li>Presentation</li> <li>Provide examples.</li> <li>Quizzes</li> <li>Short answers</li> </ul>
2.3	show the database's role in information systems, including its role in electronic business.	S2	<ul style="list-style-type: none"> <li>Case studies</li> <li>Concept map</li> <li>Creating examples</li> <li>Demonstrations</li> <li>Problem-solving tasks</li> <li>Map</li> <li>Short answers</li> </ul>	<ul style="list-style-type: none"> <li>Discussion board post</li> <li>Lab reports</li> <li>Presentation</li> <li>Problem-solving tasks.</li> <li>Short answers</li> </ul>
3.0	<b>Values, autonomy, and responsibility</b>			



Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
3.1	Present legal, ethical and security issues in Information systems.	V2	<ul style="list-style-type: none"> <li>• Critical reflection</li> <li>• Group projects</li> <li>• Self-report goals (personally and academically)</li> </ul>	<ul style="list-style-type: none"> <li>• Criteria for group projects</li> <li>• Self-evaluation</li> <li>• SMART goals</li> </ul>

## C. Course Content

No	List of Topics	Contact Hours
1.	Concepts and definitions of MIS	6
2.	Information Systems Pillars: Software, Hardware, Networks	3
3.	Business Application Areas: Spreadsheets Applications, Accounting Information Systems, etc.	3
4.	Technology infrastructure: Hardware and System Software	3
5.	Internet Technologies	3
6.	Business Systems Development Methodologies databases ERP	3
7.	EBusiness, EGovernment, and ECommerce	3
8.	IS Role in Business Strategy/Strategic Information Systems	3
9.	Databases	3
10.	Business Intelligence and Data Analysis	6
11.	Enterprise & Business applications	3
12.	Emerging and Trending Technologies (AI, ML, DL, Cloud Computing, Mobility, VR, AR, Cyber Security, etc.)	3
13.	Ethical and Social Issues in Information Systems	3
Total		45

## D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Midterm	Week 8	20%
2.	Quizzes	Week 3,9,12	15%
3.	Assignments	Week 4 ,9,13	25%
4.	Final Exam	Week 16	40%
Total			100%

\*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.)

## E. Learning Resources and Facilities

### 1. References and Learning Resources

Essential References	<i>Management Information Systems: Managing the Digital Firm, 16th Edition (2019). Kenneth C. Laudon, Jane P. Laudon</i>
Supportive References	
Electronic Materials	
Other Learning Materials	Videos and articles from online resources are provided through LMS.

### 2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	Regular classrooms with whiteboard and projector. Lecture rooms with sufficient Audio-Visual facilities) Lecture Theater for Guest Lecture or Seminar)
Technology equipment (projector, smart board, software)	AV, Smart Board, Internet Connection, Learning Management System
Other equipment (depending on the nature of the specialty)	Sufficient qualified experts in finance Library/resource center (including on-line resources)

## F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Peer Review, assistance from colleagues, HOD's Visit	Indirect (via attending a lecture/lab)
	Students	Indirect Assessment (via the <i>Course Evaluation Survey</i> )
Course topics, CLOs (syntax or weights), selected textbook, and issues regarding the course in general (specification or delivery)	Instructor	Indirect Assessment (via course report)
Quality of learning resources	Students	Indirect Assessment (via course evaluation survey)
	Instructor	Indirect Assessment (via course report)



Assessment Areas/Issues	Assessor	Assessment Methods
The extent to which CLOs have been achieved	Instructor	Direct Assessment (As detailed in Table D.1)
	Students	Indirect Assessment (via the <i>Course Evaluation Survey</i> )

**Assessor** (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify))

**Assessment Methods** (Direct, Indirect)

## G. Specification Approval Data

COUNCIL /COMMITTEE	MANAGEMENT & MARKETING DEPARTMENT COUNCIL
REFERENCE NO.	MGT & MKT 1. 23-24
DATE	21 AUG 2023





Code	Course Learning Outcomes	Code of CLOs aligned with program	Code of CLOs aligned with ACCT program	Code of CLOs aligned with FIN program
1.0	Knowledge and understanding			
1.1	Explain the role and functions of information systems in organizations.	K2	ACCT PLO K2	FIN PLO K2
1.2	Describe emerging and trending technologies, (such as Artificial Intelligence (AI), Machine Learning (ML), Deep Learning (DL), Cloud Computing, Mobility, Virtual Reality (VR), and Augmented Reality (AR)), and discuss how these technologies may affect the business environment.	K2	ACCT PLO K2	FIN PLO K3
1.3	Demonstrate an understanding of roles and components of e-business, e-commerce, and e-government in organization.	K3	ACCT PLO K2	FIN PLO K3
2.0	Skills			
2.1	Illustrate the different methodologies to develop, acquire, or outsource business information systems.	S1	ACCT PLO S4	FIN PLO S4
2.2	Describe the main concepts of business intelligence, including data processing, collection, visualization, and show how it plays a significant role in business context, especially in the decision-making process.	S1	ACCT PLO S4	FIN PLO S4
2.3	show the database's role in information systems, including its role in electronic business.	S2	ACCT PLO S4	FIN PLO S4
3.0	Values, autonomy, and responsibility			
3.1	Present legal, ethical and security issues in Information systems.	V2	ACCT PLO V1	FIN PLO V1

