

# APPROVED

Programme Code	HCBC	Programme Duration	2		
Programme Level	6	EQF Level	5	EHEA Level	Short Cycle
Programme Credits	120				
Semester Duration	0 Week(s)				
Language of Instruction	English				
CAO Code; QQI Programme Code etc	Code				

## Programme Outcomes

On successful completion of this programme the learner will be able to :

Description
• Knowledge and understanding of theory, concepts, and methods in the IT and Business fields in particular in the following areas: o Web Design o Programming o Databases o Project Management o Management o Marketing o HRM o Accounting o Organisation Behaviour o Business Analysis
• The learner will be able to: o Explain the basic concepts and theories in the core areas of Business Computing o Appreciate best practices in computing as well as having an awareness of the range of roles and responsibilities of computing professionals.
• The learner will be able to: o Operate and implement computing systems o Demonstrate effective information retrieval skills o Communicate effectively both orally and in written reports on a range of computing topics o Carry out risk analysis for given scenarios and contexts.
• The learner will be able to: o Analytically identify, formulate and implement technical solutions in the analysis, design and development of small scale software applications. o Troubleshoot a variety of computer software solutions o Produce and interpret problem resolution documentation.
• The learner will be able to: o Apply appropriate professional, ethical and legal principles in the adoption of computer technology. o Apply best practice in developing small scale software applications in a range of real world Business contexts. o Demonstrate awareness of new technologies in Business
• The learner will be able to: o Work in a support role either individually or in a collaborative group environment under supervision. o Interact effectively with staff at all levels of an organisation including non-computing staff.
• The learner will be able to: o Apply appropriate independent as well as group learning strategies which meet the requirements of the rapidly changing computing industry.
• The learners will be able to: o Recognise different group dynamics and perspectives, whilst having an appreciation of the complexities of business relationships. o Accept feedback and apply it constructively.

## Semester Schedules

### Stage 1 / Semester 1

Core Subject	
Module Code	Title
H6MYL	<a href="#">Academic Management Skills</a>
H6IMBC	<a href="#">Introduction to Mathematics for Business &amp; Computing</a>

H6IMBC	<a href="#">Introduction to Mathematics for Business &amp; Computing</a>
H6PSP	<a href="#">Problem Solving and Programming Concepts</a>
H6CI	<a href="#">The Computing Industry</a>
H6WD	<a href="#">Web Design and Development</a>

## Stage 1 / Semester 2

Core Subject	
Module Code	Title
H6DM	<a href="#">Digital Multimedia</a>
H6MGM	<a href="#">Introduction to Management</a>
H6IM	<a href="#">Introduction to Marketing</a>
H06IP	<a href="#">Introduction to Programming</a>
H6SAB	<a href="#">Software Applications for Business</a>

## Stage 2 / Semester 1

Core Subject	
Module Code	Title
H6FBA	<a href="#">Fundamentals of Business Analysis</a>
H06ID	<a href="#">Introduction to Databases</a>
H06ID	<a href="#">Introduction to Databases</a>
H06SPM	<a href="#">IT Project Management</a>
H6ORB	<a href="#">Organisational Behaviour - Theory and Practice</a>
H6WAD	<a href="#">Web Application Development</a>

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**Stage 2 / Semester 2**

Core Subject	
Module Code	Title
H06BE	<a href="#">Business Entrepreneurship</a>
H06DCN	<a href="#">Data Communications and Networking</a>
H6ITP	<a href="#">Interdisciplinary Team Project</a>
H6PA	<a href="#">Principles of Accounting</a>