

Bachelor of Business Administration

Program in Digital Business (2022)

Courses Description

001211 English Listening and Speaking for Communication 3(2-2-5)

English Listening and speaking skills for communication with emphasis on pronunciation, word and sentence stress, intonation, cross-cultural understanding, listening and speaking practice in everyday life and job-related topics

001212 English Critical Reading for Effective Communication 3(2-2-5)

English language skills for critical reading with emphasis on reading for main ideas and supporting details, guessing meaning from contexts, making inferences, distinguishing facts and opinions, identifying the author's purpose, attitude and tone of voice, evaluating information and ideas

001213 English Writing for Effective Communication 3(2-2-5)

English language skills for effective written communication with emphasis on practice in writing sentences and paragraphs with proper and correct use of vocabulary, grammar, structure and organization

001301 Thai Language for Academic Communication 3(2-2-5)

Reading for information; writing and speaking for academic presentation

001302 Thai Language for Communication in the 21st Century 3(2-2-5)

Developing Thai communicative skills for appropriate and updated use in the 21st century

001303 Reading in the Digital Age Century 3(2-2-5)

Developing reading skill in context of digital society for knowledge and improving the quality of life

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| 001311 | Korean for Communication | 3(2-2-5) |
| | Basic Korean communicative skills used in daily-life situations and learning of Korean culture | |
| 001312 | Japanese for Communication | 3(2-2-5) |
| | Basic Japanese communicative skills used in daily-life situations and learning of Japanese culture | |
| 001313 | Chinese for Communication | 3(2-2-5) |
| | Basic Chinese communicative skills used in daily-life situations and learning of Chinese culture | |
| 001314 | Burmese for Communication | 3(2-2-5) |
| | Basic Burmese communicative skills used in daily-life situations and learning of Myanmar culture | |
| 001315 | French for Communication | 3(2-2-5) |
| | Basic French communicative skills used in daily-life situations and learning of French culture | |
| 001316 | Spanish for Communication | 3(2-2-5) |
| | Basic Spanish communicative skills used in daily-life situations and learning of Spanish culture | |
| 001317 | Lao for Communication | 3(2-2-5) |
| | Basic Lao communicative skills used in daily-life situations and learning of Lao culture | |
| 001318 | Indonesian for Communication | 3(2-2-5) |
| | Basic Indonesian communicative skills used in daily-life situations and learning of Indonesian culture | |

001319 Vietnamese for Communication 3(2-2-5)

Basic Vietnamese communicative skills used in daily-life situations and learning of Vietnamese culture

001320 Hindi for Communication 3(2-2-5)

Basic Hindi communicative skills used in daily-life situations and learning of Hindi culture

001321 Khmer for Communication 3(2-2-5)

Khmer language communicative skills used in daily-life situations and learning of Cambodian culture

001221 Information Science for Study and Research 3(2-2-5)

The meaning and importance of information, types of information sources, access to different sources of information; application of information technology and communication, media and information literacy, knowledge management, selection, synthesis, and presentation of information as well as creating positive attitudes and a sense of inquiry in students, diligence, patience, honesty and gratitude to the country

001222 Language, Society and Culture 3(2-2-5)

The relationship between language and society as well as language and culture in terms of the ways in which language reflects society and culture. The study includes verbal and symbolic communication, new meanings of social and cultural structure, changes of language and usages in borderless world

001224 Arts in Daily Life 3(2-2-5)

Art Fundamentals and understanding in the basic features, meaning, value, differences and the relationship between the various categories of works of art including fine art, applied art, visual art, audio art, audiovisual art, and new media art. Through the artistic experience and basic practice on various types of art. For developing knowledge, understanding and indoctrinating aesthetic judgment that can be applied in daily life, harmonized with the social context in both the global and local levels

001226	Ways of Living in the Digital Age	3(2-2-5)
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Development of skills in media usage, various computer equipment utilization, inquiries, analysis, measurement, rights and creation, including ethical awareness and individual responsibility to the society in communication behaviors

001227	Music Studies in Thai Way of Life	3(2-2-5)
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Music development and characteristic in Thai way of life. Cultural and Social significance role, values, changes, aesthetic as well as 21st Century competence

001228	Happiness with Hobbies	3(2-2-5)
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Concept of happiness, basic elements of happiness in life, creative thinking, creation of works from hobbies to promote life and social happiness

001231	Philosophy of Life for Sufficient living	3(2-2-5)
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Basic philosophical and conceptual knowledge on worldview, attitude, philosophy for life, lifestyle, valuable experiences and factors or conditions which influence success in all aspects of life and profession of respected people

001232	Fundamental Laws for Quality of Life	3(2-2-5)
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The laws concerning the quality of student life such as basic rights, human rights, media ethics in the digital age, intellectual property law, environmental laws, the laws relating to the protection of art and culture as well as the laws pertaining to the developments towards the 21st century

001233	Thai State and the World Community	3(2-2-5)
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Relations between Thailand and the world community under changes over time premodern period to the present day and roles of Thailand in the world forum including future trends, applications of knowledge in self-improvement, ethic of life management and being a good citizen of Thailand and the world

001234	Civilization and Local Wisdom	3(2-2-5)
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Development of local wisdom effecting to gain the body of knowledge in art and culture with concrete and abstract areas which is a foundation of Thai Civilization and a path of

developing innovation in art and culture creatively on a foundation of local wisdom and Thai civilization for maintaining, promoting value with worthiness and sustainable integration

001235	Politics, Economy and Society	3(2-2-5)
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Meaning and relationship of politics, economy and society, development of international politics, fundamental politics, politics and the adjustment of developed and developing countries, Thai politics, World economy systems, influences of globalization in terms of economy, fundamental economy, the development of economy and society of Thailand, human and society, fundamental sociology, social order, social refinement, social characteristics, uniqueness of Thai society and the application of the body of knowledge to one's living in a dynamic world of change in politics, economy and society and relationships of world and Thai systems

001236	Living Management	3(2-2-5)
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Living Management: knowledge and skills concerning role, duty and human nature as well as factors relating to sustainable development in improving responsibility, thinking skills and being updated with modern science and technology in daily life. Living ethically along the dynamics of 21st century which is essential to the members of ASEAN Community as well as world community

001237	Life Skills	3(2-2-5)
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Knowledge, relating to role, duty, and responsibility of an individual both as a member of a family and a member of a society which include an adaptation to changes in a society, life and career skills 21st century, flexibility and adaptability skills, creativity and self-direction skills, intra-social and cross culture interaction skills, productivity and accountability skills, leadership and responsibility skills

001238	Media Literacy	3(2-2-5)
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Processes of media analysis and acknowledgements in digital literacy.
Understanding of 21st century media effect theories, such as myth semiology and advertising concept, attributes and influence of contemporary and digital media, including analyzing contents on every current platform

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| 001239 | Leadership and Compassion | 3(2-2-5) |
| <p>The importance of leader, leadership in the 21st century, learning and living with love, good global citizenship, studying good practices of conducting public activities as a guideline for learners' own activities</p> | | |
| 001241 | Western Music in Daily Life | 3 (2-2-5) |
| <p>Aesthetics of music, elements, structure and the history of Western music. Style of music in daily life. Criticism and admiration of music. The application and process of Western music in daily life</p> | | |
| 001242 | Creative Thinking and Innovation | 3 (2-2-5) |
| <p>Innovation development process; means of accessing customers' mind and discovering the roots of problems; generating and selecting ideas, creating rough prototypes, testing in the field and extracting information, quick and efficient design-build-test cycles, getting things done as a multidisciplinary team: brainstorming, making decisions, giving constructive comments and managing conflicts</p> | | |
| 001251 | Group Dynamics and Teamwork | 3(2-2-5) |
| <p>Various behaviors regarding grouping behaviors, development of Group characterization, group's environments, interpersonal relations versus group involvement, group persuasion, change in group attitudes, intra-group communication, teamwork model, guideline to create Team and Network, group unity, factors enhancing teamwork and practice of teamwork</p> | | |
| 001252 | Naresuan Studies | 3(2-2-5) |
| <p>This course aims to study on the biography of King Naresuan the Great. The emphasis is placed on economy, society and foreign affair which reflect to Thai Identity such as knowledge acquisition, endeavor and tolerance</p> | | |
| 001253 | Entrepreneurship for Small Business Start-up | 3 (2-2-5) |
| <p>The entrepreneurial practices with an emphasis on learning how to find business ideas, evaluation of new market opportunities and starting a new venture; focuses on identifying and evaluating new venture, and how to recognize the barriers to success. Exposure</p> | | |

to the stresses of a start-up business, the uncertainties that exist, and the behavior of entrepreneurs. Theoretical overview, entrepreneurs, entrepreneurship's links with other disciplines, and entrepreneurial networks and alliances. Strategies for sustainable survival

001254 The King's Philosophy for Living 3(2-2-5)

Biographie, ideas, philosophie, royal duties, royal initiative projects of the late His Majesty King Bhumibol Adulyadej with special reference to living

001271 Man and Environment 3(2-2-5)

Ecosystems and biodiversity, man-nature and ecosystem service, human structure and system change that effects on environment, planetary boundary, climate change, sustainable development goals, environmental ethic and consciousness building, and environmental public participation

001272 Introduction to Computer Information Science 3(2-2-5)

Evolution of computer technology from past to present and a possible future, computer hardware, software and data, how a computer works, basic computer network, Internet and applications on the Internet, risks of a system usage, data management, information system, office automation software, multimedia technology, web-based media publishing, web design and development and an influence of technology on human and society

001273 Mathematics and Statistics in Everyday Life 3(2-2-5)

Measurement, surface area and volume of geometric shapes, introduction to mathematics in financial fields, survey and data collection methods, data analysis and presentation for basic research, application of probability to statistical decision making

001274 Drugs and Chemicals in Daily Life 3(2-2-5)

Basic Knowledge of drug and chemical, nutrition, food supplement including cosmetics and herbal medicinal product commonly used in daily life and related to health as well as their proper selection and management for health and environmental safety

001275	Food and Life Style	3(2-2-5)
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Roles and importance of food in daily life, cultures and consumption behavior around the world including the influence of foreign cultures on Thai consumption behavior, identity and wisdom of food in Thailand, proper food selections according to basic needs, food choices, information for purchasing food, and food and life style in the age of globalization with the awareness of environmental conservation

001276	Energy and Technology around Us	3(2-2-5)
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Fundamental knowledge of energy and technology around us; energy sources and knowledge about electrical energy, fuel energy and alternative energy; relationship between technology and energy consumption; direct and indirect energy consumption; global warming and related energy situation; current issues and relationship to energy and technology; participation in energy conservation; efficient energy use and proactive approach to energy issues

001277	Human Behavior	3(2-2-5)
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The knowledge of human behaviors such as behavioral concepts; biological basis and mechanisms of human behaviors; mindfulness, meditation, consciousness and its involved substances; sensory perception, learning and memory, language; the intelligence and others quotients; social behaviors; abnormal behaviors; human behavioral analysis and applications in daily life

001278	Life and Health	3(2-2-5)
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Life and health behavior, health care and promotion for each age group including the implementation of the health knowledge and skills for continuous improvement of the quality of life for oneself and others

001279	Science in Everyday Life	3(2-2-5)
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The role of science and technology with concentration on both biological and physical science and integration of earth science in everyday life, including organisms and environments, chemical, energy and electricity, telecommunications, meteorology, earth, space and the new frontier of science and technology

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| 001281 | Sports and Exercises | 1(0-2-1) |
| | The sport playing, exercises for improvement of the physical fitness and physical fitness test | |
| 001291 | Consumption in Daily life | 3(2-2-5) |
| | Importance of consumption, good nutritional status and practical guidelines for good food consumption, Choosing medicines and safe health products, food safety, management of consumerism effects, consumer rights, laws and organizations for consumer protection | |
| 001292 | Circular Economic Lifestyle for 21st Century | 3(2-2-5) |
| | Learning the value of nature to human life in the use of resources and being a source of support and pollution treatment, crisis of resource problems, climate and environmental emergency situations, concepts throughout the life cycle and business design process under the concept of circular economy, business model innovation to the circular economy, lifestyle under the concept of circular economy, awareness and driving force to the way of life under the concept of circulating economy and circulating economy society | |
| 001331 | Social Innovation | 3(2-2-5) |
| | Introduction to Social innovation, Future Uncertainties (21 st Century challenges, 4 th Industrial revolution), Global Issues (social and environmental issues), Sustainable Development Goals (SDGs), Sustainable community (eco village), Public participation, Introduction to Innovation, Social enterprises, 21 st entrepreneurship (social technopreneur), Case study (development of social innovation entrepreneurship) | |
| 001332 | Introduction to Data Management in Digital Era | 3(2-2-5) |
| | Overview of data management, fundamentals and tools for big data and data science, data analytics and techniques of information, presentation for business value by using modern tools | |
| 001351 | From Sufficiency Economy Philosophy (SEP) to Practice | 3 (2-2-5) |
| | Meaning, origin, and application of the Sufficiency Economy Philosophy (SEP), the definition of 3 chains 2 conditions, in details, sufficiency philosophy to achieve principles of strategy for livelihood, reasonableness and scientific method to achieve successful working, and immunity to maintain of physical and mental health in relation to life homeostasis, principles of | |

reading habits practice, information searching principles, introduction to information presentation methods, knowledge for the 21st century, principles of being good citizen, honesty, empathy, and public mind practice

001352 Peace and Religion for Human Kinds 3 (2-2-5)

Learning of the value concept, theory, peace, religion principles and morals based on religion and key man, moral principles, needs, social problems, conflict, organization, socialization, reasonability, friendship, encroachment, harmonious, reconciliation speech, peaceful method, human kind on 21th century, value experience of key man with useful for creatively apply to be human calming and peace to humankinds

001353 Principles of Accounting for Entrepreneur 3(2-2-5)

Types of business, business formation, basic accounting and taxation for entrepreneurs, components of financial reports, basic analysis of accounting information and management accounting for business decision making, information technology for accounting and taxation

231100 Digital Business Entrepreneurship 3(3-0-6)

Evolution of management theory, management process, management ethics and social responsibility, culture and organizational behavior, characteristics and competencies required for the entrepreneurs, searching for business opportunities, business models, business establishment process in the context of digital business

231101 Human Capital in Digital Business 3(3-0-6)

Evolution of human capital theory, job analysis, job design, human resource planning, recruiting and selection, competency model, development and training, performance appraisal, compensation and benefits, safety at work, quality of work life, labor relations, human capital management strategies in the context of digital business. Application of information technology to human capital management activities

- 231102 Digital Economics 3(3-0-6)**
Basic theory in digital economics, including: network effects, value creation models, digital business models and market modeling. How the digital economy influences privacy, regulations, and strategy
- 231120 Digital Business Information Systems 3(2-2-5)**
Definition, roles, composition, and characteristics of management information systems; the structure of information systems; the roles of information systems in organizations; types of information systems; asset management; strategic information systems; employment of information systems and application of technology in digital organizations such as social networks, cloud computing, e-commerce, mobile applications, green IT, etc.; and digital business laws and ethics
- 231130 Computing Fundamentals for Digital Business 3(2-2-5)**
Fundamentals of computer hardware and business software such as word processing, spreadsheets, presentation program web browsing, email and collaboration. Introduction to digital data. Emerging technologies and their impact on how organizations do business
- 231140 Programming Overview 3(2-2-5)**
Describe the concept and process of developing business applications. Develop sample business application with modern languages and tools which Including server-side program, client-side program, and mobile program
- 231141 Web Design for Business 3(2-2-5)**
Use HTML markup to structure content: paragraphs, divisions, links, images, lists, tables, forms. Use CSS to specify formatting, position, spacing, alignment. Create common website layouts. Leverage CSS frameworks. Be aware of web image formats. Follow modern industry standards and best practice
- 231203 Digital Marketing 3(2-2-5)**
Evolution of marketing ideas and activities, consumer behavior, market segmentation, market selection, product positioning, marketing mix, integrated marketing communication, developing and maintaining customer relationships, evaluation of marketing

activities, branding, ethics of marketers in the context of digital business. Application of digital media and information technology to marketing activities

231204 Digital Accounting and Finance 3(3-0-6)

Concepts of managerial accounting, data analysis in accounting for business planning / decision-making / operational control, product cost calculation, budgeting, analysis of the relationship between costs and profits, cash flow statement, financial statement analysis, interest and exchange rates for financial decisions, cost of capital, financing, analysis and evaluation of investment projects, dividend policy and ethics of capital management, digital currency. Application of information technology to accounting and finance

231205 Statistics for Digital Business 3(2-2-5)

Statistical method, data type, data presentation, probability theory, sampling, estimation, hypothesis testing, chi-square test, analysis of variance, time series, correlation, linear regression analysis, statistical quality control, nonparametric statistics in the context of digital business. Using software for data analysis

231221 Digital Business Systems Analysis and Design 3(2-2-5)

System composition; system development options; system development process; analytical tools, needs analysis, model diagrams; users' requirement specification; system design methodology; and form and report design

231231 Databases and Data Management 3(2-2-5)

Definitions and characteristics of data to be processed; definitions and types of data; data relations; data design; and digital data management in business

231242 User Interface and User Experience Design 3(2-2-5)

Principles and guidelines of user interface (UI) and user experience (UX) design. The essentials and process of UI / UX design. Including users' perception and diversity. Techniques of Usability testing for user interface design. Trends of user experience design in digital society and roles of UX designers in an organization

- 231306 Digital Business Research 3(2-2-5)**
 Business research process, research area / topic / objective designation, literature review and referencing, quantitative research, qualitative research, sampling, design and testing of research tools, data collection, data analysis, result reporting, research article writing in the context of digital business
- 231307 Operation Management in Digital Business 3(2-2-5)**
 Value creation and product / service development, forecasting, location selection and site planning, production / service planning and scheduling, project management, inventory management, supply chain management, quality management, safety management, maintenance, application of quantitative tools for decision making in the context of digital business. Application of information technology to operation management
- 231308 Strategy and Business Transformation 3(3-0-6)**
 Strategic management process, business environment analysis, defining vision / mission / goals / strategic objectives, strategy formation, strategy implementation / control / evaluation, strategy in local and international environment, change management, business transformation in the context of digital business. Case studies of strategic management of digital businesses. Application of information technology to strategic management and business transformation
- 231310 English for Digital Business 3(3-0-6)**
 focuses on academic English skills to help understand and express business-related concepts develop effective strategies for reading, writing, and vocabulary-building by studying the language features of texts for academic style and communicative effects apply the skills and knowledge they develop from reading and language analysis, and follow the process of writing, revising, and editing to produce accurate texts that have clear communicative purpose and meaning
- 231332 Data Science and Big Data 3(2-2-5)**
 Study on definition and components of decision making; business drive; needs and sources of big data; selecting, processing, analyzing and presenting data that are constantly changing in terms of volume, diversity and dynamics; information system management techniques; models for computerized decision-making support systems to access important

data and information; using intelligent business technology to support decision making; data presentation techniques; and data presentation and communication using visualization tools

231333 Lean and Agile Project Management 3(2-2-5)

Comparing and contrasting motivation, objectives, and theory of traditional, Lean, and Agile Project Management methodologies. Considering suitability based on project type and business context. Understanding and be able to apply the rules and practices of popular Agile and Lean frameworks such as Scrum, Kanban, Lean. Employing empiricism, transparency, productive reflection, and adaptation

231343 Artificial Intelligence and Machine Learning 3(2-2-5)

Defining and distinguishing between Artificial Intelligence (AI) and Machine Learning (ML). Identify common business applications of AI. Preparing data and developing ML models following standard patterns. Understanding limitations and challenges of ML. Be familiar with popular ML vocabulary

231350 Digital Networks Information Security Law 3(2-2-5)

Digital networks from a management viewpoint; theoretical and technical foundations underlying the networks and the issues related to networks' environments. This includes the role and need for information security and desired security properties. Analysis of common real-world scenarios, implementation errors, attacks and defenses. The role of people and policy. InfoSec principles applied to future technologies. Strong emphasis on the application tier and on ethical practice and in accordance with international law

231360 Digital Business Knowledge Management 3(2-2-5)

Implementation of interdisciplinary knowledge management based on the personnel, technology and process; knowledge on the principles of knowledge management focusing on the application of the principles of auditing knowledge to create strategies for organizational knowledge management; use of knowledge management and technological know-how

231361 Digital Commerce 3(2-2-5)

The application of information and communication technology to support all business activities to work closely with suppliers and partners and to better satisfy the needs

and expectations of the customers; electronic commerce management; electronic payment systems, security systems, business strategies, management issues; ethic and legal requirements, technological standards and protocols

231362 Digital Business Innovation 3(2-2-5)

Definition and types of technological innovation, characteristics and innovation management, paradigm shifts in innovation theory and process models, malfunctions in managing an innovation process, strategic and operative conditions facilitating innovation, implementation of innovation strategies through business process redesign, corporate knowledge management and human creativity motivation, innovation networks and strategic technology alliances, benchmarking innovation efficiency

231363 Business Model and Feasibility Study in Digital Business 3(2-2-5)

Elements of a business plan, writing a business plan, business model, environment and competition analysis, business strategy, marketing plan, production / servicing plan, human resource plan, financial plan, financing, assessing the feasibility of the business plan in the context of digital business

231364 Communication and Pitching Skills in Digital Era 3(2-2-5)

Effective communication & presentation skills to business success in the digital era. Learning how to deal with people, techniques for connecting with people quickly and easily clearly presenting their ideas to discover their own communication style and learn how to identify the communication preferences of others to improve their personal and professional relationships skills and knowledge gained from learning how to effectively communicate and make memorable presentations

231365 Design Thinking 3(2-2-5)

Creative and systematic approach to problem-solving by placing the user at the center of the experience and enables organizations to ideate better, develop new approaches to innovation, fabricate insights and concepts and helps meet customers' needs effectively

231370 Visual Communication 3(2-2-5)

Fundamental aspects of communication design; key skills related to visual thinking and storytelling. The essential elements of visual communication and the process of effective

communication. The relationships between objects, patterns and processes; relations of things to each other

231371 Digital Infographic Designs 3(2-2-5)

Practice and develop the skills of the composition and interpretation of infographic principles of graphic design for presenting information. Techniques and tools for the layout of text, graphics, and product Infographics in different types of media

231372 Computer Graphic Design 3(2-2-5)

Practice and develop the skills of computer graphics design, principles of graphic design methods. Graphics software, Computer systems for computer graphics, Implementing graphics software skillfully use a variety of tools and equipment, including essential computer graphics design command in graphics programs navigating images from various image sources to create graphics to have imagination according to the originality also study design principles, software techniques, computer graphics design from various websites to be applied in digital business

231373 Motion Graphic Design 3(2-2-5)

Learning thinking process and practicing 2D and 3D motion graphic design. Mood board designation, script and storyboard writing, figurative animation, acting, sound synchronization and learning computer motion program

231374 3D digital Products and Entertainment Design 3(2-2-5)

Studying concepts and principles of 3D design with learning tools create and develop professional digital entertainment and product development work models

231375 Digital Business Multimedia Design 3(2-2-5)

Practice and develop the skills for planning and producing effective multimedia programs. You will become acquainted with planning strategies, production techniques, and software involved in digital multimedia production in business

231380 Web Development for Business 3(2-2-5)

Generating web pages and API responses dynamically with server-side code. Build client-side reactive web apps. Understand HTTP request, response, routing. Apply MVC and MVVM design patterns. Integrate apps with SQL and NoSQL databases. Deploy web applications to cloud compute and static hosting. Be familiar with popular web and CSS frameworks

231381 Mobile Application Development 3(2-2-5)

Composing dynamic and responsive mobile layouts using native tools. Defining programmatic operations, such as navigation and UI updates, in response to lifecycle and UI events. Integrating apps with APIs, databases, and file storage. Testing apps with the emulator and runtime debugger. Be aware of industry standard design patterns

231382 Internet of Things (IoT) Development 3(2-2-5)

Explaining the service layers of an Internet of Things (IoT) system. Identifying business applications for IoT. Building and program an embedded device, including its interface with cloud services via API. Building a system of cooperating components

231383 Object-Oriented Programming (OOP) 3(2-2-5)

Explaining and write a flowchart of the program. Explaining the concept of object-oriented programming. Creating object-oriented programs with modern languages and tools. Explaining the concept of classes and objects. Understanding creating a program based on the concept of Encapsulation, Abstraction, Inheritance, Override, and Polymorphism. Solve business problems using object-oriented programming

231384 Functional Programming and Concurrency 3(2-2-5)

Writing "pure" software programs by defining functions (transformations from input to output) and combining them to create a logical description of the business process (independent of execution order). Explaining the advantages of FP compared to imperative programming, especially: determinism, referential transparency, human-centricity. Be comfortable in applying recursion and higher-order functions. Be able to describe and apply multiple approaches to concurrency, such as: synchronization, atomic operations, futures/promises, reactive streams, and actors

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| 231385 | Software Testing and DevOps | 3(2-2-5) |
| | Defining testing vocabulary. Applying test-driven development and test writing patterns. Assessing test value, plan test strategy, and measure test sufficiency. Collaboration on source code configuration management. Automation of build, test, and deployment (CI/CD), Leverage Infrastructure as Code (IaC). Studying about setup production system monitoring and logging | |
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| 231386 | Information Technology Support and Service | 3(2-2-5) |
| | Gaining a thorough knowledge and understanding of support systems and operations and use for practical purposes | |
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| 231390 | Project in Digital Business 1 | 3(0-6-3) |
| | System analysis and design, process and data modeling, forms and reports design, data input design, user interface design, system architecture design, prototyping, prototype presentation | |
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| 231391 | Project in Digital Business 2 | 3(0-6-3) |
| | System Developing, system testing, system implementation, system evaluation, report preparation, presenting the system operation | |
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| 231434 | Digital Enterprise Systems | 3(2-2-5) |
| | Focusing on digital technologies as tools for achieving business goals through readings and case studies, learn how companies transform their processes and systems by implementing digital technologies: cloud services, mobile and social platforms, data analytics, and machine-to-machine communications. roll up our sleeves and build a capstone project, architecting a digital business solution for a realistic business scenario | |
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| 231490 | International Academic or Professional Training | 6 Credits |
| | Hands-on academic training or professional training in a public or private organization abroad with the approval of the university | |
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| 231491 | Co-operative Education | 6 Credits |
| | Hands-on practical apprenticeship to increase professional experience related to business computer in an organization or a workplace according to the co-operative education system | |