

CSC100 Computer Science Project and Ethics

School: School of Science, Technology and Engineering

2026 | Trimester 2

UniSC Moreton Bay

**BLENDED
LEARNING**

Most of your course is on campus but you may be able to do some components of this course online.

Please go to unisc.edu.au for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1. Description

This course immerses you in the field of Computer Science (CS), through an industry-like team environment that will encourage active application of major CS topics including ethics, project management, systems design, UML, databases, computer organisation, operating systems, algorithms, cybersecurity, artificial intelligence, and boolean logic and algebra. By providing a high-level picture of the CS industry, this course gives a taste of what you can expect to encounter throughout your Computer Science degree and beyond.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Learning materials – Asynchronous online learning materials	2hrs	Week 1	12 times
Seminar – Whole of course meeting	1hr	Week 1	4 times
Tutorial/Workshop 1 – On-campus Theory workshop	1hr	Week 1	10 times
Tutorial/Workshop 2 – On-campus Computer Workshop - project	2hrs	Week 4	9 times

1.3. Course Topics

- Introduction to course/topic overview, Introduction to Ethics, Introduction to group Dynamics
- Social and Ethical Issues; User-Centered Design and implications
- Software Development methods
- Computer organisation and operating systems
- System Specification and design; UML and Modelling
- History and Structure of Programming Languages; Software Engineering
- Pseudocode, APIs and Algorithms; Theory of Computation
- Data, Boolean Logic and Algebra, Data Structures
- Database Design, Development and Integration
- Systems Integration and Testing
- Artificial Intelligence
- Cyber Security Basics
- Future CS Trends: Cloud & Mobile, Wearable Technology & Internet of Things; Course Summary

2. What level is this course?

100 Level (Introductory)

Engaging with discipline knowledge and skills at foundational level, broad application of knowledge and skills in familiar contexts and with support. Limited or no prerequisites. Normally, associated with the first full-time study year of an undergraduate program.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES	GRADUATE QUALITIES
On successful completion of this course, you should be able to...	Completing these tasks successfully will contribute to you becoming...
1 Demonstrate knowledge of computing fundamentals.	Knowledgeable
2 Design solutions to computing problems.	Creative and critical thinker
3 Work as part of a team to communicate computing activities through a written specification, design and implementation report.	Engaged
4 Demonstrate an appreciation of the impact of computing in a range of settings.	Sustainability-focussed
5 Demonstrate an understanding of ethical issues in computing and cultural considerations in the production of computer applications.	Ethical

5. Am I eligible to enrol in this course?

Refer to the [UniSC Glossary of terms](#) for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1. Pre-requisites

ICT112

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

Not applicable

5.4. Specific assumed prior knowledge and skills (where applicable)

Not applicable

5.5. Microcredential Information

Not applicable

6. How am I going to be assessed?

6.1. Grading Scale

Standard Grading (GRD)

High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL).

6.2. Details of early feedback on progress

Weekly tutorial assessments in Task 1 will provide students with summative feedback weekly from weeks 1 – 10. Additionally, the group assessment in Task 2 will be designed to have regular formative feedback milestones that students are encouraged to submit their work. students are encouraged to submit their work.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Portfolio	Individual	25%	1000 words total	Throughout teaching period (refer to Format)	Online Assignment Submission with plagiarism check
All	2	Case Study	Individual	40%	1500 words	Week 11	Online Assignment Submission with plagiarism check
All	3	Oral and Written Piece	Group	35%	2000 total words each including report and any code plus team presentations of 5 - 10 minutes (approx 1000 words)	Refer to Format	Online Assignment Submission with plagiarism check

All - Assessment Task 1: Portfolio The WIRED world

GOAL:	This portfolio task will develop your appreciation of the complexities and ethical nuances that emerge in computer science. You will apply course theoretical and practical computing fundamentals and processes to everyday computer science issues.																			
PRODUCT:	Portfolio																			
AUTHORSHIP STATEMENT:																				
FORMAT:	<p>Submit: Weekly in tutorial. Weeks 1 -10</p> <p>You will submit weekly responses to stimulus materials provided in the Canvas Learning Materials.</p> <p>The portfolio will then be marked based on completion and a final reflection of this portfolio based on the stated criteria.</p>																			
CRITERIA:	<table border="1"> <thead> <tr> <th>No.</th> <th></th> <th>Learning Outcome assessed</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Completeness of portfolio</td> <td>2</td> </tr> <tr> <td>2</td> <td>Quality and accuracy of developed solutions or process applications</td> <td>1 2</td> </tr> <tr> <td>3</td> <td>Creativity and innovation of responses</td> <td>1 2</td> </tr> <tr> <td>4</td> <td>Application of fundamental CS theory to a problem</td> <td>1 2</td> </tr> <tr> <td>5</td> <td>Depth and breadth of ethical and sustainability considerations</td> <td>5</td> </tr> </tbody> </table>	No.		Learning Outcome assessed	1	Completeness of portfolio	2	2	Quality and accuracy of developed solutions or process applications	1 2	3	Creativity and innovation of responses	1 2	4	Application of fundamental CS theory to a problem	1 2	5	Depth and breadth of ethical and sustainability considerations	5	
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GENERIC SKILLS:																				

All - Assessment Task 2: Case Study Ethics

GOAL:	You will explore a specific ethical case study and demonstrate an understanding of ethical and societal considerations for computer science design and development.													
PRODUCT:	Case Study													
AUTHORSHIP STATEMENT:														
FORMAT:	<p>Academic product</p> <p>Individual</p> <p>1500 words</p> <p>Written report on identified case study of societal and ethical significance. Topics will be available in the Task 3 Assessment folder.</p>													
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GENERIC SKILLS:	Communication, Problem solving													

All - Assessment Task 3: Group Design and Programming Assignment

GOAL:	This is an industry-based simulation task to immerse you into a CS industry environment. You will work in a team through a guided development process developing a group-based computing application, from beginning to end. You will be responsible for specific elements of this project and will be assessed based on specific contributions to the team and collaboration skills.																						
PRODUCT:	Oral and Written Piece																						
AUTHORSHIP STATEMENT:																							
FORMAT:	<p>Submit: Final Due Exam block, Formative Milestones as Advised on Canvas.</p> <p>Professional product</p> <p>Group assessment including: Oral, Report and Application program.</p> <p>The group will create a set of team management procedures and processes, system specifications and design document, and project implementation for a provided stakeholder description.</p>																						
CRITERIA:	<table border="1"> <thead> <tr> <th>No.</th> <th></th> <th>Learning Outcome assessed</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Peer assessment of team performance</td> <td>3</td> </tr> <tr> <td>2</td> <td>Depth and breadth of innovation and creativity for design and specification</td> <td>2 4 5</td> </tr> <tr> <td>3</td> <td>Accuracy of mapping from established design to implemented product.</td> <td>1</td> </tr> <tr> <td>4</td> <td>Justification of decisions made relating to societal impact and ethical considerations.</td> <td>5</td> </tr> <tr> <td>5</td> <td>Organisation: meeting formative milestones throughout the course</td> <td>1 2 3</td> </tr> <tr> <td>6</td> <td>Quality of finished product</td> <td>1 2 3 4 5</td> </tr> </tbody> </table>	No.		Learning Outcome assessed	1	Peer assessment of team performance	3	2	Depth and breadth of innovation and creativity for design and specification	2 4 5	3	Accuracy of mapping from established design to implemented product.	1	4	Justification of decisions made relating to societal impact and ethical considerations.	5	5	Organisation: meeting formative milestones throughout the course	1 2 3	6	Quality of finished product	1 2 3 4 5	
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GENERIC SKILLS:	Communication, Collaboration, Problem solving, Organisation, Applying technologies, Information literacy																						

7. Directed study hours

A 12-unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Student workload is calculated at 12.5 learning hours per one unit.

8. What resources do I need to undertake this course?

Please note: Course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Canvas site– Please log in as soon as possible.

8.1. Prescribed text(s) or course reader

You need regular access to the resource(s) below. Many texts are available as ebooks through the [Library](#) at no additional cost.

REQUIRED?	AUTHOR	YEAR	TITLE	EDITION	PUBLISHER
Recommended	Behrouz Forouzan	2018	Foundations of Computer Science	4th Edition	n/a
Recommended	George Reynolds	2018	Ethics in Information Technology	6th Edition	Cengage Learning
Recommended	Kathy Schwalbe	2018	Information Technology Project Management	9th Edition	Cengage Learning

8.2. Specific requirements

Access to computer.

9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low. It is your responsibility to review course material, search online, discuss with lecturers and peers and understand the health and safety risks associated with your specific course of study and to familiarise yourself with the University's general health and safety principles by reviewing the [online induction training for students](#), and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1. Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Canvas, are electronically checked through Turnitin. This software allows for text comparisons to be made between your submitted assessment item and all other work to which Turnitin has access.

10.2. Assessment: Additional Requirements

Eligibility for Supplementary Assessment

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:

- (a) The final mark is in the percentage range 47% to 49.4%; and
- (b) The course is graded using the Standard Grading scale

10.3. Assessment: Submission penalties

Late submissions may be penalised up to and including the following maximum percentage of the assessment task's identified value, with weekdays and weekends included in the calculation of days late:

- (a) One day: deduct 5%;
- (b) Two days: deduct 10%;
- (c) Three days: deduct 20%;
- (d) Four days: deduct 40%;
- (e) Five days: deduct 60%;
- (f) Six days: deduct 80%;
- (g) Seven days: A result of zero is awarded for the assessment task.

The following penalties will apply for a late submission for an online examination:

- Less than 15 minutes: No penalty
- From 15 minutes to 30 minutes: 20% penalty
- More than 30 minutes: 100% penalty

10.4. Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Central Examinations
- Deferred Examinations
- Student Conduct
- Students with a Disability

For more information, visit <https://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching>

10.5. Student Charter

UniSC is committed to excellence in teaching, research and engagement in an environment that is inclusive, inspiring, safe and respectful. The [Student Charter](#) sets out what students can expect from the University, and what in turn is expected of students, to achieve these outcomes.

10.6. General Enquiries

For course-specific questions, contact your teaching staff or Course Coordinator.

For other enquiries or to access support, please contact Student Central:

- [UniSC Student Central](#)
- [UniSC Adelaide Student Central](#)