Course Syllabus

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>ECTS Credits</th>
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<tbody>
<tr>
<td>MIS-151</td>
<td>Business Software Applications</td>
<td>6</td>
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<thead>
<tr>
<th>Prerequisites</th>
<th>Department</th>
<th>Semester</th>
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<tr>
<td>None</td>
<td>Management &amp; MIS</td>
<td>Fall/Spring</td>
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<tr>
<th>Type of Course</th>
<th>Field</th>
<th>Language of Instruction</th>
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<tr>
<td>Required</td>
<td>MIS</td>
<td>English</td>
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<thead>
<tr>
<th>Level of Course</th>
<th>Lecturer(s)</th>
<th>Year of Study</th>
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<tbody>
<tr>
<td>1st Cycle</td>
<td>Dr. Despo Ktoridou</td>
<td>1st or 2nd</td>
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<tr>
<th>Mode of Delivery</th>
<th>Work Placement</th>
<th>Corequisites</th>
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<tr>
<td>Face to Face</td>
<td>N/A</td>
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**Course Objectives:**

The main objectives of the course are to:

- Describe how technology impacts our changing world.
- Explore ways to use the Internet in order to make the Most of the Web's Resources.
- Provide insights on User Generated Content (UGC) for businesses.
- Describe Cloud Computing Phenomenon.
- Explore Digital Data and Devices Protection with special reference to GDPR (General Data Protection Regulation) GDPR.
- Comprehend Networking and Security for businesses.
- Provide Database Fundamentals and provide hands-on approach on how Businesses Use Databases.
- Explore the concept of Enterprise Computing as a mission-critical system on which a business/organization depends on.
- Provide insights on AR/VR technologies and their applications in the business sector.

**Learning Outcomes:**

After completion of the course students are expected to be able to:

1. Demonstrate the importance and impact of technology in society discuss ethical computing issues.
2. Evaluate and implement ways to use the web for an effective communication, collaboration and sharing in a ‘business environment’.
3. Discuss the benefits of UGC for businesses to build trust and grow.
4. Explore Cloud computing service categories and the effect on the enterprise.
5. Analyze the Digital Data and Devices Protection and practice GDPR General Data Protection Regulation issues.
6. Discuss the key theoretical concept of Networking technologies and Security for businesses.
7. Demonstrate the importance of Database development for Businesses.
8. Discuss the importance of Enterprise Computing and how involves the development, deployment and maintenance of the information systems required for success in today’s businesses/organizations’ environment.
9. Discuss the application of AR/VR technologies in the business sector.

Course Content:

**Lecture 1: The Impact of Technology in a Changing World**
- Technology in Society
- Emerging Technologies and Ethical Computing

**Lecture 2: Internet Technologies: Making most of web resources**
- Collaborating and Working on the Web
- Using the Web Effectively

**Lecture 3: User-Generated Content**
- Evolution of User-Generated Content (UGC)
- Personal Webpages

**Lecture 4: Cloud Computing: Business in the Cloud**
- Define Cloud Computing and its Relevance
- Cloud Computing Service Categories
- Cloud Deployment Methods
- Pros & Cons Cloud Computing
- The Future of Cloud Computing
- The Effect of Cloud Computing on the Enterprise

**Lecture 5: Securing Your System: Protecting Your Digital Data and Devices**
- Threats to Your Digital Assets
- Protecting Your Digital Property

**Lecture 6 - Spotlight: GDPR (General Data Protection Regulation)**
- What is GDPR
• Requirements for managing personal data in the cloud
• Challenges of using cloud-based services
• The 5 - key technology and legal requirements cloud- storage services should meet to help you ensure GDPR compliance
• How do major cloud - storage services Box, Dropbox, OneDrive, and Tresorit compare in terms of GDPR compliance

Lecture 7: Databases and Information Systems
• Database Fundamentals
• How Businesses Use Databases

Lecture 8: Networking and Security in the Business World
• Client/Server Networks and Topologies
• Setting Up Business Networks

Lecture 9: Enterprise Computing
• Introduction to enterprise and personal computing.
• Business process and its flow within an organization.
• Centralized Vs distributed technology management.
• Enterprise computing Tools and storage systems.
• Electronic data interchange and the features that make it popular.
• Enterprise: teleconferencing; telecommuting and workgroup computing.

Lecture 10 – Spotlight: Business AR/VR
• AR/VR Technologies
• AR/VR Applications in Businesses

Learning Activities and Teaching Methods:
Laboratorial work, Faculty Lectures and Guest-Lectures Seminars, Directed and Secondary Reading Case-studies, In-class Exercises, Student-led Presentations.

Assessment Methods:
Participation/Attendance, Project, Assignments, Final Exam
Recommended Textbooks / Readings:

<table>
<thead>
<tr>
<th>Title</th>
<th>Author(s)</th>
<th>Publisher</th>
<th>Year</th>
<th>ISBN</th>
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<tr>
<td>Technology in Action, Complete Global 15th Ed.</td>
<td>Alan Evans, Kendall Martin, Mary Anne Poatsy</td>
<td>Prentice Hall</td>
<td>2019</td>
<td>9780134837895</td>
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Web Sources:
- What is GDPR? Everything you need to know about the new general data protection regulations (General Data Protection Regulation, or GDPR, is coming. Here’s what it means, how it'll impact individuals and businesses - and how to prepare for it). By Danny Palmer (May 23, 2018)