

II14

ENGLISH FOR COMPUTER SCIENCE

Programme for 2008-2009

Lecturer:	Ana Fernández Guerra	[aferna@ang.uji.es]
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Timetable:	[Theory] Fridays	11.30-12.30
	[Practice: LA1] Wednesdays	10.30-12.30
	[Practice: LA2] Fridays	13.00-15.00
Consulting hours:	Wednesdays	12.30-15.30

GOALS

II14 is a compulsory module divided into two separate parts: *Practice* (3 credits) and *Theory* (1.5 credits). The whole course is designed for learners who need to understand and use the English of computing for study and work. It aims to involve these learners on activities which provide them with more opportunities to develop their language skills and to improve their knowledge about computers in English. The main goal of this course is, therefore, to develop students' language skills (reading, writing, listening and speaking) in the context of computing and information technology.

MATERIALS

- *Dossier on English for Computer Science. THEORY.*
[Based on *Network English. English in the world of computers*. Material Docent 12]
- Fernández Guerra, A. 2009. *Dossier on English for Computer Science. PRACTICE.*
[Both available on-line.]

ASSESSMENT

Assessment of the course will be based on two distinctly separate parts: PRACTICE will count 60% towards the final mark, and THEORY will be the remaining 40%. The assessment distribution is as follows:

PRACTICE

- Coursework (practice): on-line tasks and regular assignments [15%].
- Oral exam (practice): short oral presentation in pairs [15%].
- Written exam (practice): reading, writing and vocabulary activities [30%].

THEORY

- Coursework (theory): written assignments [10%].
- Written exam (theory): content questions and activities [30%].

Please note that it is a requirement to pass both components of the module (practice and theory).

CONTENTS

Practice

For the practical part, students will follow a dossier consisting of several texts dealing with computers; as well as several tasks designed to develop a great variety of language strategies. This dossier will be available in the *Aula Virtual* and its units are the following ones:

1. Getting started
2. Hypothetical situations: Imagine that you...
3. Buying a computer
4. Translating texts
5. Computer fun
6. Vocabulary: The fast moving world of computers
7. Role-plays
8. Mailing lists
9. Speech-recognition
10. Vocabulary review: crossword
11. Web design
12. What is next?
13. More vocabulary
14. *Pirates of Silicon Valley* (the story about Apple and Microsoft)
15. Sending e-mails
16. On-line computer dictionaries
17. Easy on-line practice
18. Your dream machine
19. Practice for your oral exam
20. Practice for your written exam

Theory

The theoretical part will focus on reading and analysing the structure, parts and style of abstracts and academic research articles. This dossier will also be available in the *Aula Virtual* and will include these contents:

1. Academic writing
2. Structure of research articles
3. Abstracts
4. Introduction to a research article
5. Description of a system, application or device
6. Results: performance analysis
7. Writing a conclusion
8. References and acknowledgements
9. The use of graphics and acronyms
10. Practice for your theory exam