

IS14

ENGLISH FOR COMPUTER SCIENCE

Programme for 2007-2008

PRACTICE (3 credits)		THEORY (1.5 credits)	
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Timetable:	[LA1] Thursdays 9.00-11.00	Timetable:	Mondays 9.00-10.00
	[LA2] Thursdays 16.30-18.30	Hours:	Mondays 11.00-13.00
Consulting hours:	Thursdays 12.00-15.00		

GOALS

IS14 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

PRACTICE: Fernández Guerra, A. 2008. *Dossier on English for Computer Science. Practice*. [Available on-line.]

THEORY: Bellés Fortuño, B. 2004. *Dossier on Academic Writing*. [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 [5%].
- Oral exam (practice): short oral presentation in pairs [15%].
- Written exam (practice): reading, writing and vocabulary activities [40%].

THEORY

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

An additional 5% can be gained provided students attend classes regularly and participate actively.

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* [IS14 – PRACTICE] and will include:

- Reading texts from authentic sources, all of them dealing with the fast moving world of computers and multimedia.
- Language work concentrating on vocabulary acquisition and grammatical constructions which are typical of English for Computer Science.
- Listening activities to understand conversations about aspects of computing.
- Online computer tasks related to computer science settings.
- Speaking tasks to develop oral skills through role-plays, problem-solving activities, etc.

Theory

The theoretical part will focus on reading and analysing the structure, parts and style of abstracts and academic research articles. This dossier will be available in the *Aula Virtual* [IS14 – THEORY] and will include:

1. Main types of texts in academic writing
2. General rules and guidelines on academic writing
3. Research article
 - 3.1. Academic RA: Structure
 - 3.2. Abstract
 - 3.3. Introduction
 - 3.4. Description of a system, application
 - 3.5. Description of results
 - 3.6. Conclusions
 - 3.7. References
 - 3.8. Acknowledgements
 - 3.9. Use of graphics
 - 3.10. Acronyms