

# **Module Descriptor**

Title	Introduction to Network and Cloud Computing					
Session	2025/26	Status	Published			
Code	COMP08014	SCQF Level	8			
Credit Points	20	ECTS (European Credit Transfer Scheme)	10			
School	Computing, Engineering and Physical Sciences					
Module Co-ordinator	Aboua Ange Kevin N'DA					

### **Summary of Module**

This module provides students with a fundamental introduction to computer networks and the theme of cloud computing, where varying levels of computing resources are available via the internet. Computer networks are the underlying infrastructure of the internet, enabling communication and resource sharing among interconnected devices, while cloud computing represents a paradigm shift in the delivery and consumption of computing resources, offering scalability, flexibility, and accessibility on-demand.

This is fundamental knowledge to students studying computing and software courses as it forms the backbone of modern IT infrastructure and services. Understanding computer networks and cloud computing is essential for students pursuing careers in various computing fields, including software development, system administration, cybersecurity, and data science.

The syllabus will include the following:

### Computer Networks:

- Overview of Network Devices including Switch, Router and Firewall
- Types of Networks: Local Area Networks (LAN), Wide Area Networks (WAN), Internet, Wireless
- Network Layers and Protocols: OSI Model and the TCP/IP Suite
- o Physical layer: components and structure, Mac addresses
- o Data link layer: Frames, VLAN, ARP
- o Network layer: Packets and protocols such as IP (v4 and v6), paths, subnetting, IPsec, NAT
- o Transport layer: TCP, UDP
- o Session, presentation, and application layers: key terminology (sockets, ports) and protocols: SSL, SSH, FTP, HTTP(s), FTP, DHCP, DNS
- Network Security Fundamentals: encryption, firewall types and role, DMZ, proxy servers

### **Cloud Computing:**

- Overview: Definition, introduction, and rationale of cloud computing
- Characteristics: scalability, reliability, elasticity, cost-efficiency
- The role of cloud computing in modern businesses
- Virtualization definition and types (server, network, desktop, storage, application)
- Cloud service models (SaaS, PaaS, SaaS, IaaS) and deployment models
- Security and Privacy in the Cloud: Identity and access management (IAM), data encryption and privacy, governance
- Exploration of modern cloud provisions (Azure, AWS, Google Cloud) and their offered services

Sample tasks that students will undertake in the practical classes in this module are the design of a simple computer network and the configuration, hardening and deployment of a local and cloud-based server.

This module will work to develop a number of the key 'I am UWS' Graduate Attributes to make those who complete this module:

- Universal: collaborative; ethically-minded; and inquiring
- Work Ready: influential; digitally literate; effective communicator; and enterprising
- Successful: innovate; creating; and transformationa

Module Delivery Method	On-Campu	s¹	Hybrid²	Hybrid² Online □ □		Work -Base Learning <sup>4</sup>	
Campuses for Module Delivery	Ayr Dumfries	5	Lanarks London Paisley	hire	Learn Onlin Distar applie the BS AI and Engin	ing ther (s e Deli nce Le es to c Sc (Ho d Soft	earning delivery in ons) Data, ware
Terms for Module Delivery	Term 1	$\boxtimes$	Term 2		Term	3	

<sup>&</sup>lt;sup>1</sup> Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

<sup>&</sup>lt;sup>2</sup> The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

<sup>&</sup>lt;sup>3</sup> Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

<sup>&</sup>lt;sup>4</sup> Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

Long-thin Delivery	Term 1 –	Term 2 –	Term 3 –	
over more than one	Term 2	Term 3	Term 1	
Term				

Lear	ning Outcomes
L1	Demonstrate a broad understanding of the key terminology, components and principles that make up computer networks
L2	Demonstrate a broad understanding of cloud computing and virtualization including the key concepts and benefits
L3	Analyse and compare the security and privacy considerations inherent in cloud computing and computer network applications, and demonstrate their practical implementation in designing secure and privacy-respecting systems
L4	Apply appropriate virtualization techniques to configure a computer system for virtualization and deploy and test the virtualized system to a cloud environment effectively
L5	N/A

Employability Skill	Employability Skills and Personal Development Planning (PDP) Skills					
SCQF Headings	During completion of this module, there will be an opportunity to achieve core skills in:					
Knowledge and	SCQF 8					
Understanding (K and U)	Understand the key components and layers of computer networks including the OSI and TCP/IP model and associated technologies and protocols					
	Knowledge and understanding of the reason for using cloud computing, its benefits and service as well as deployment models					
	Knowledge and understanding of virtualization of computer systems					
Practice: Applied	SCQF8					
Knowledge and Understanding	Using a range of professional skills, techniques, and practices to virtualize a computer system and deploy it to a suitable cloud platform					
	Using a range of materials to design a simple computer network					
	Carry out a routine investigation into cloud security and privacy					
Generic	SCQF 8					
Cognitive skills	Undertake critical analysis to choose a suitable cloud provision					
Communication,	SCQF 8					
ICT and Numeracy Skills	Use a range of standard ICT applications to process and obtain data.					
Numeracy Okids	Report writing and presentation skills					
Autonomy,	SCQF 8					
Accountability and Working with Others	Manage resources within defined areas of work in completing the assignments					

Prerequisites	Module Code	Module Title
	Other	

Co-requisites Module Code Module Title		Co-requisites	Module Code	Module Title
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### **Learning and Teaching**

In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.

48

Learning Activities  During completion of this module, the learning activities undertaken	Student Learning Hours
to achieve the module learning outcomes are stated below:	(Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	12
Tutorial / Synchronous Support Activity	12
Laboratory / Practical Demonstration / Workshop	24
Independent Study	152
Please select	
Please select	
TOTAL	

#### **Indicative Resources**

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

Erl, T., Puttini, R. and Mahmood, Z. (2023) Cloud computing: concepts, technology, & architecture. Upper Saddle River, Nj: Prentice Hall.

Kurose, J.F. and Ross, K.W. (2017) Computer networking: a top-down approach. 7th edn. Boston, Mass.: Pearson.

(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk\*) to wait until the start of session for confirmation of the most up-to-date material)

# **Attendance and Engagement Requirements**

In line with the <u>Student Attendance and Engagement Procedure</u>, Students are academically engaged if they are regularly attending and participating in timetabled oncampus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this module, academic engagement equates to the following:

The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will login to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that you cannot attend. Across the School an 80% attendance threshold is set. If you fall below

this, you will be referred to the Student Success Team to see how we can best support your studies.

### **Equality and Diversity**

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: <u>UWS Equality</u>, <u>Diversity and Human Rights Code</u>.

Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE, material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations.

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

# **Supplemental Information**

Divisional Programme Board	Computing
Overall Assessment Results	☐ Pass / Fail ☒ Graded
Module Eligible for Compensation	Yes No
·	If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.
School Assessment Board	Business & Applied Computing
Moderator	Rebecca Redden
External Examiner	TBC
Accreditation Details	N/A
Module Appears in CPD catalogue	☐ Yes ⊠ No
Changes / Version Number	1.1

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Class Test (written) A written class test that covers the key concepts in network and cloud computing. (40%)
Assessment 2
A logbook/workbook outlining the steps taken in setting up, securing, and deploying a computer system to the cloud. (60%)
Assessment 3
(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed.

(ii) An indicative sche								
Component 1								
Assessment Type	LO1	LO2	LO3	LO4	LO5	Asse	hting of ssment ent (%)	Timetabled Contact Hours
Class Test (Written)							40	2
Component 2	T	1		T				1
Assessment Type	LO1	LO2	LO3	LO4	LO5	Asse	hting of ssment ent (%)	Timetabled Contact Hours
Workbook							60	2
Component 3								
Assessment Type	LO1	LO2	LO3	LO4	LO5	Asse	hting of ssment ent (%)	Timetabled Contact Hours
	Com	bined to	tal for a	ll comp	onents	1	100%	hours
Change Control								1
What				Wh	ien		Who	
Attendance and EDI	updates			17/	01/2025		L Cunnin	gham
Assignment of modumoderator. Update of for Compensation.					02/2025		Aboua A	nge Kevin N'DA