

Course Title	Business Software Applications				
Course Code	MIS203				
Course Type	Compulsory				
Level	BSc/1st Cycle				
Year / Semester	2nd/1ST				
Teacher's Name	Giorgos Georgiou				
ECTS	5	Lectures / week	3 hours	Laboratories / week	-
Course Purpose and Objectives	<p>The main objectives of the course are to:</p> <ul style="list-style-type: none"> • 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	<p>After completion of the course students are expected to be able to:</p> <ul style="list-style-type: none"> • Demonstrate the importance and impact of technology in society discuss ethical computing issues. • Evaluate and implement ways to use the web for an effective communication, collaboration and sharing in a 'business environment'. • Discuss the benefits of UGC for businesses to build trust and grow. • Explore Cloud computing service categories and the effect on the enterprise. • Analyze the Digital Data and Devices Protection and practice GDPR General Data Protection Regulation issues. • Discuss the key theoretical concept of Networking technologies and Security for businesses. 				

	<ul style="list-style-type: none"> • Demonstrate the importance of Database development for Businesses. • 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. • Discuss the application of AR/VR technologies in the business sector. 		
Prerequisites		Required	-
Course Content	<p>Lecture 1: The Impact of Technology in a Changing World</p> <ul style="list-style-type: none"> • Technology in Society • Emerging Technologies and Ethical Computing <p>Lecture 2: Internet Technologies: Making most of web resources</p> <ul style="list-style-type: none"> • Collaborating and Working on the Web • Using the Web Effectively <p>Lecture 3: User-Generated Content</p> <ul style="list-style-type: none"> • Evolution of User-Generated Content (UGC) • Personal Webpages <p>Lecture 4: Cloud Computing: Business in the Cloud</p> <ul style="list-style-type: none"> • 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 <p>Lecture 5: Securing Your System: Protecting Your Digital Data and Devices</p> <ul style="list-style-type: none"> • Threats to Your Digital Assets • Protecting Your Digital Property <p>Lecture 6 - Spotlight: GDPR (General Data Protection Regulation)</p> <ul style="list-style-type: none"> • What is GDPR <p>Requirements for managing personal data in the cloud</p> <ul style="list-style-type: none"> • Challenges of using cloud-based services • The 5 - key technology and legal requirements cloud- storage services should meet to help you ensure GPDR compliance 		

	<ul style="list-style-type: none"> • How do major cloud - storage services Box, Dropbox, OneDrive, and Tresorit compare in terms of GDPR compliance <p>Lecture 7: Databases and Information Systems</p> <ul style="list-style-type: none"> • Database Fundamentals • How Businesses Use Databases <p>Lecture 8: Networking and Security in the Business World</p> <ul style="list-style-type: none"> • Client/Server Networks and Topologies • Setting Up Business Networks <p>Lecture 9: Enterprise Computing</p> <ul style="list-style-type: none"> • 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. <p>Lecture 10 – Spotlight: Business AR/VR</p> <ul style="list-style-type: none"> • AR/VR Technologies • AR/VR Applications in Businesses
Teaching Methodology	<p>Lectures: 56 hours</p> <p>Consultation: 20 hours</p>
Bibliography	<p>Essential Reading</p> <p>Alan Evans, Kendall Martin, Mary Anne Poatsy, (2019), <i>Technology in Action, Complete Global 15th Ed.</i> Prentice Hall.</p> <p>.</p> <p>.</p>
Assessment	Participation/Attendance, Project, Assignments, Final Exam
Language	English