

<b>Module Title:</b>	Business Processes
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	7
<b>Module Delivered In</b>	<a href="#">2 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	This module will be delivered using a variety of teaching and learning strategies including lectures, tutorials, group learning activities and guest lectures. The development and enhancement of students' communication skills will be facilitated through class and group interaction.
<b>Module Aim:</b>	The aim of the module is to introduce the students to the concept of Value Creation and the role of a customer in contemporary business setting. Analysis of the customer/user needs and evaluation of the Product-Market Fit/Gap will be the key aspect of the module.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Identify, analyse and critically evaluate the various aspects of the Business Process
LO2	Demonstrate the skills in analysis and critical evaluation of the different components of the Business Process Management Lifecycle
<b>Pre-requisite learning</b>	
<b>Module Recommendations</b>	
<i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b>	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b>	
<i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

**Module Content & Assessment**

Indicative Content
<b>Business Processes -Introduction / Context</b> Business Processes as a one of the five components of the Information System, Ingredients of a Business Process, Origins and History of BPM, BPM Lifecycle
<b>Process Identification</b> Focusing on Key Processes, Designing a Process Architecture
<b>Essential Process Modeling</b> First Steps with PBMN, Branching and Merging, Information Artifacts
<b>Advanced Process Modeling</b> Process Decomposition, Process Reuse, Rework & Repetition, Handling Events, Handling Exceptions, Processes and Business Rules
<b>Process Discovery</b> Process Analyst Vs Domain Expert; Profile of a Process Analyst, Discovery Methods, Process Modeling Method, Process Model Quality Assurance
<b>Qualitative Process Analysis</b> Value-Added Analysis, Root Cause Analysis; Issue Documentation and Impact Assessment
<b>Quantitative Process Analysis</b> Performance Measures; Flow Analysis, Queues, Simulation
<b>Processs Redesign</b> The Essence of Process Redesign, Heuristic Process Redesign, Product -Based Design
<b>Process Automation</b> Automating Business Processes, Advantages and Challenges of Introducing a BPMS, Turning Process Models Executable
<b>Process Intelligence</b> Process Execution and Event Logs, Automatic Process Discovery, Performance Analysis, Conformance Checking

Assessment Breakdown	%
Continuous Assessment	40.00%
Project	60.00%

Continuous Assessment				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Other	n/a	1,2	40.00	n/a

Project				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	n/a	1	60.00	Week 6

No Practical
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No End of Module Formal Examination
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SETU Carlow Campus reserves the right to alter the nature and timings of assessment

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	12 Weeks per Stage	2.00
Independent Learning	15 Weeks per Stage	6.73
Total Hours		125.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_KCIAD_B	<a href="#">Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design</a>	5	Mandatory
CW_KCIAD_D	<a href="#">Bachelor of Science in Computing in Interactive Digital Art and Design</a>	5	Mandatory