

Course Title	Global IT Services and Workspace		
Course Code	EI-236		
Credit Hours	2 (2,0)		
Category	IT Elective		
Prerequisite	Programming Fundamentals		
Co-Requisite	None		
Follow Up	None		
Course Introduction	<p>This course is designed to prepare students in the Associate Degree Program in Information Technology for global IT services and employment, equipping them with the necessary knowledge and skills to leverage their programming, web and mobile development, databases, and software engineering expertise in the global market. It covers global IT services, remote working, freelancing, self-employment, and lifelong learning, including relevant processes, procedures, tools, methods, techniques, legislation, rules, ethics, and critical considerations. Additionally, it explores Free and Open Source Software (FOSS) and entrepreneurship, providing insights into FOSS impact, benefits, and challenges, as well as guiding students in starting and managing IT businesses. This course bridges the gap between academic learning and real-world IT practices, preparing students for successful careers in the global IT market.</p>		
Course Learning Outcomes (CLOs)	At the end of the course, the students will be able to:	BT	PLO
	CLO1: Analyze the structure and dynamics of the global IT market, identifying key players, service models, and emerging trends.	C4 (Analyze)	1, 2, 8
	CLO2: Apply and evaluate effective remote working models and freelancing practices, utilizing appropriate tools and platforms to manage virtual workspaces and teams.	C3 (Apply)	5, 6, 7
	CLO3: Demonstrate proficiency in using essential communication, collaboration, and project management tools, as well as version control systems and cloud services, to facilitate global IT employment.	C3 (Apply)	4, 5
	CLO4: Assess and apply ethical, legal, and regulatory considerations in global IT work, including data protection laws, intellectual property rights, and cross-border legal issues.	C6 (Evaluate)	8, 9
	CLO5: Explain the benefits and challenges of Free and Open Source Software (FOSS), and develop entrepreneurial skills by creating business plans, managing clients, and understanding the essentials of starting and running an IT business.	C3 (Apply)	4, 10
Course Description	<p>Comprehensive overview of global IT services, service models, key players, and emerging trends in the market. Remote working and freelancing, platforms, tools, and techniques for setting up remote workspaces and managing virtual teams. Communication and project management tools, version control systems, and cloud services. Agile and Scrum methodologies, DevOps practices, and CI/CD pipelines. Ethical, legal, and regulatory aspects of global IT work, data protection laws, intellectual property rights, and cross-border legal issues. Free and Open Source Software (FOSS), benefits, challenges, major projects, and legal considerations. Entrepreneurship, starting an IT business, business planning, personal branding, marketing, client management, and financial management for freelancers and entrepreneurs. Lifelong learning, online learning platforms and obtaining professional certifications.</p>		
Text Book(s)	<ol style="list-style-type: none"> 1. Kristina Romero, The Art of Freelance: A Practical Guide to Finding and Winning Clients, publisher and year not available, ISBN not available. 2. Jason Fried and David Heinemeier Hansson, Remote: Office Not Required, Crown Business, 2013, ISBN 978-0804137508. 3. Joey Korenman, The Freelance Manifesto: A Field Guide for the Modern Motion Designer, Lioncrest Publishing, 2017, ISBN 978-1544512280. 4. Eric Ries, The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses, Crown Business, 2011, ISBN 978-0307887894. 5. Jeff Sutherland, Scrum: The Art of Doing Twice the Work in Half the Time, Crown Business, 2014, ISBN 978-0385346450. 6. Eric S. Raymond, The Cathedral & the Bazaar: Musings on Linux and Open Source by an Accidental Revolutionary, O'Reilly Media, 2001, ISBN 978-0596001087. 		
Reference Material	NA		