

QF01/0408-4.0E	Course Plan for Bachelor program - Study Plan Development and Updating Procedures/ Cyber Security Department
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Study plan No.	2024/2025	University Specialization	Cybersecurity
Course No.	0133491	Course name	Practical Training
Credit Hours	3	Prerequisite Co-requisite	Department Approval
Course type	<input type="checkbox"/> MANDATORY UNIVERSITY REQUIREMENT <input type="checkbox"/> UNIVERSITY ELECTIVE REQUIREMENTS	<input type="checkbox"/> FACULTY MANDATORY REQUIREMENT <input type="checkbox"/> Support course family requirements	<input checked="" type="checkbox"/> Mandatory requirements <input type="checkbox"/> Elective requirements
Teaching style	<input type="checkbox"/> Full online learning	<input type="checkbox"/> Blended learning	<input checked="" type="checkbox"/> Traditional learning
Teaching model	<input type="checkbox"/> 2Synchronous: 1asynchronous	<input type="checkbox"/> 2 face to face : 1synchronous	<input checked="" type="checkbox"/> 3 Traditional

Faculty member and study divisions information (to be filled in each semester by the subject instructor)

Name	Academic rank	Office No.	Phone No.	E-mail	
Division number	Time	Place	Number of students	Teaching style	Approved model

Brief description

Practical training gives students experience in the area of Cybersecurity fields. The students are required to do practical training in well-known companies for a specific period. The students are required to perform tasks that are related to Cybersecurity.

Learning resources

Course book information (Title, author, date of issue, publisher ... etc)	
Supportive learning resources (Books, databases, periodicals, software, applications, others)	
Supporting websites	
The physical environment for teaching	<input type="checkbox"/> Class room <input type="checkbox"/> labs <input type="checkbox"/> Virtual educational platform <input type="checkbox"/> Others
Necessary equipment and software	
Supporting people with special needs	
For technical support	E-learning and Open Educational Center. Computer Center

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Course learning outcomes (S= Skills, C= Competences K= Knowledge,)

No.	Course learning outcomes	The associated program learning output code
Knowledge		
K1	Demonstrate understanding of Cybersecurity principles.	
K2	Understand company policies and procedures.	
K3	Ensure company privacy and security.	
K4		
Skills		
S1	Integrate theory and practice in cybersecurity	
S2	Acquire new skills for innovative thinking and problem solving	
S3	Use of different techniques and tools in cybersecurity	
Competences		
C1	Works independently or within team and is able to develop himself.	
C2	Make decisions pertaining to their future career objectives.	

Mechanisms for direct evaluation of learning outcomes

Type of assessment / learning style	Fully electronic learning	Blended learning	Traditional Learning (Theory Learning)	Traditional Learning (Practical Learning)
First exam	0	0	0	0
Second / midterm exam	%30	%30	%30	%30
Participation / practical applications	0	0	0	0
Asynchronous interactive activities	%30	%30	%30	%30
final exam	%40	%40	%40	%40

Note: Asynchronous interactive activities are activities, tasks, projects, assignments, research, studies, projects, work within student groups ... etc, which the student carries out on his own, through the virtual platform without a direct encounter with the subject teacher.

Schedule of simultaneous / face-to-face encounters and their topics

Week	Subject	learning style*	Reference **
1	Submit "كتاب تحديد جهة التدريب للطالب" form.		
2	Fill "تقرير الطالب المتدرب" form weekly.		
3	First follow up call/visit		
4	Fill "نموذج متابعة عملية التدريب" form.		
5	Second follow up call/visit		
6	Fill "نموذج متابعة عملية التدريب" form.		
7	Complete "تقرير الطالب المتدرب" form.		

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8	Final report discussion and evaluation.		
9	Documentation.		
10			
11			
12			
13			
14			
15			
16			

* Learning styles: Lecture, flipped learning, learning through projects, learning through problem solving, participatory learning ... etc.

** Reference: Pages in a book, database, recorded lecture, content on the e-learning platform, video, website ... etc.

Schedule of asynchronous interactive activities (in the case of e-learning and blended learning)

Week	Task / activity	Reference	Expected results
1			
2			
3			
4			
5			
6			
7			
8			