G.O.06 Foreign Language (English)

1. Discipline/module information

Faculty	Computers, Informatics, and Microelectronics
Department	Software Engineering and Automation
Cycle of studies	Cycle I, Bachelor's Degree
Study programme	0613.3 Software Engineering

Year of study	Semester	Evaluation type	Formative category	Optionality category	ECTS credits
I (full-time study)	II	E	G-discipline for the development of general skills and competencies	O – mandatory course unit	2

2. Total estimated time

Total hours in the study plan	Including				
	Contact hours:		Individual work		
	Lectures	Practical classes	Year project	Study of theoretical material	Preparing applications
60		30		30	

3. Prerequisites to access the discipline/module

According to the study plan	Students should have language knowledge and comprehension skills at a minimum of an upper-intermediate (B2) level. International certifications such as Cambridge, TOEFL, or IELTS are encouraged.
According to the competencies	Use of language as a tool for oral and written communication

4. Conditions for carrying out the educational process

Lectures/ courses	--
Practical lessons	- To facilitate the completion of practical activities, a projector and a computer are required. Access to the internet/Wi-Fi and an interactive whiteboard is welcomed. Responsibility and integrity are expected from students regarding the preparation and presentation of materials and learning tasks. Additionally, materials such as paper, scissors, stick notes, markers/whiteboard markers etc. may be required. Punctuality is essential, and students are reminded that phone conversations are not allowed during the course. - Students will engage with a set of problems and case studies developed by the instructor, complete individual tasks on the MOODLE(ELSE) platform, and perform individual work using provided materials.

5. Specific competencies acquired

Professional competencies	- Develop strong written and verbal communication skills for conveying technical concepts to diverse audiences. - Evaluate generational differences - Implement strategies to maintain a healthy work-life balance in a demanding environment. - Develop an engaging blog content that effectively convey technical concepts. - Utilize effective job interview techniques and presentation skills to enhance career prospects in the IT industry. - Apply negotiation techniques when navigating in diverse team dynamics. - Create clear documentation, reports, and presentations that enhance understanding and collaboration.

Transversal competencies	The course aims to the development of the following transversal competencies: - TC1. Demonstrates responsible execution of professional tasks under conditions of autonomy. - TC2. Performs roles and activities specific to teamwork and distributes tasks among members at subordinate levels. - TC3. Recognizes the need for continuous learning with the efficient use of resources and learning techniques for personal and professional development.

6. Course/Module objectives

General Objective:	To equip advanced IT students with essential interpersonal, professional, and personal development skills that enhance their effectiveness in collaborative environments, promote well-being, and prepare them for successful careers in the tech industry.
Specific Objectives	The English course will be oriented towards achieving the following specific objectives: • Foster effective communication and collaboration among team members. • Implement practical approaches to achieve a healthy work-life balance, maximizing productivity and well-being. • Master the art of crafting impactful recommendation letters • Develop proficiency in creating engaging blog content that effectively communicates technical concepts to a broader audience. • Equip students with effective strategies for successful job interviews in the tech industry. • Master negotiation techniques that promote collaboration and agreement. • Strengthen professional English language proficiency for both oral and written communication in diverse professional settings.

7. Content of the discipline/module

Course topics	Number of hours	
	full-time study	part-time study

1.	Understanding the Generation Gap: Navigating Differences between Gen Z, iGen, and Millennials in the Workplace.	2	
2.	Creating Impactful Presentation Slides for Diverse Audiences. Enhancing Creativity and Productivity in IT Projects through Mind Mapping Techniques	4	
3.	Requesting and Crafting a Recommendation Letter.	4	
4.	Preparing for a Successful Job Interview in the Tech Industry.	4	
5.	Mastering Negotiation and Leadership Skills in IT Teams.	4	
6.	The Importance of Work-Life Balance for IT Professionals.	4	
7.	Developing Critical Thinking Tools for Everyday Decision-Making	4	
8.	The Language of Blogging: Effective Online Communication.	4	
	Total course hours:	**30**	

8. References

Mandatory	1. Iwohna Dubicka Margaret O'Keeffe. Market Leader 3rd Edition Advanced. Business English Course Book. Pearson Longman, 2014. 2. Jonh Rogers. Market Leader 3rd Edition Advanced. Business English Practice File. Pearson Longman 2014. 3. Sarah Cunningham Peter Moor, Jonathan Bygrave, Damian Williams Cutting Edge New Edition, Pearson. 2014. Teacher's Book. 4. Sarah Cunningham Peter Moor, Jonathan Bygrave, Damian William. Cutting Edge New Edition, 2014. Student's Book. s. 5. Sarah Cunningham Peter Moor, Jonathan Bygrave, Damian Williams Cutting Edge New Edition, 2014. Workbook. 6. Murphy Raymond. Practical English Usage 3rd Edition. Oxford. 2005 7. Michael Swan. Practical English Usage 3rd Edition. Oxford University Press, 2005. 8. Michael Swan, David Baker. GRAMMAR SCAN. Diagnostic tests for Practical English Usage. Third Edition. OXFORD University Press. 2010
Additional (optional)	**Textbooks:** 1. Language LEADER. Advanced. Coursebook. David Cotton, David Falvey, Simon Kent. PEARSON, Longman, 2019, 2. PRACTICAL ENGLISH GRAMMAR A. J. Thompson, Oxford University Press 3. PRACTICAL ENGLISH GRAMMAR, Exercises I. Oxford University Press 4. PRACTICAL ENGLISH GRAMMAR Exercises II. Oxford University Press 5. Skills to pay the bills. Mastering Soft Skills for Workplace Success. **Video Libraries:** 6. https://europa.eu/europass/en/create-europass-cv 7. http://breakingnewsenglish.com/ 8. https://onlinedegrees.sandiego.edu/complete-list-teaching-methods/ 9. https://www.linguahouse.com/esl-lesson-plans/esl-course-plans/business-english-course-plans/english-for-business 10. https://www.thoughtco.com/esl-business-english-4133088

9. Use of Generative AI

Permission regulations	The use of generative AI in assignments and projects is allowed, provided that students adhere to the following rules: • Generative AI can be used for generating ideas, text structures, but all generated material must be reviewed and adjusted by the student to ensure it meets academic requirements. • Any use of generative AI must be disclosed in the appendix section of each paper, using the following statement: "In preparing this paper, the author used [TOOL/SERVICE NAME] for the purpose of [REASON]. After using this tool/service, the author reviewed and edited the content as necessary and assumes full responsibility for the content of the paper."
Usage restrictions	Students must not consider generative AI as a reliable source of information, as it does not provide clear references or documented sources. • Direct citation of AI-generated content in academic papers as if it were a primary source is not allowed. • Activities where the use of generative AI is prohibited are specified by the instructor, typically including mid-terms and final assessments or tasks that do not involve the development of professional skills.

10. Evaluation

Education form	Periodic evaluations		Current evaluation	Individual study	Exam
	PE 1	PE 2			
Full-time study	-	20%	20%	20%	40%
Minimum performance standard					
Attendance and involvement (activity) at lectures and practical lessons. Obtaining the minimum grade '5' for each type of evaluation.					

11. Evaluation criteria

Activity type	Evaluation component	Evaluation method. Evaluation criteria.	Ratio in the final grade of the activity	Ratio in evaluating the discipline
Full-time study				
Midterm 1	-			
Midterm 2	Practical content: topics 1-8	Group project presentation	100%	**20%**
Current evaluation	Attitude Self-assessment grid:	• *Attendance & active participation in class* • *Responsibility, respect and collaboration*	70% 30%	**20%**

Activity type	Evaluation component	Evaluation method. Evaluation criteria.	Ratio in the final grade of the activity	Ratio in evaluating the discipline
Individual work /Project	Assignments on the ELSE platform	Timely completion and submission of assignments on the ELSE platform: • *Write a sample recommendation letter for your peer /friend/ yourself, highlighting key accomplishments and skills.* • *Group project.*	20% 80%	**20%**
Final Evaluation	Practical content	• Quiz test	100%	**40%**