



System Design *basics*

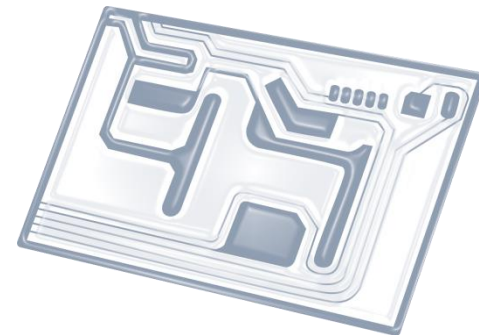
IB Computer Science



Content developed by
Dartford Grammar School
Computer Science Department



HL Topics 1-7, D1-4



1: System design



2: Computer Organisation



3: Networks



4: Computational thinking



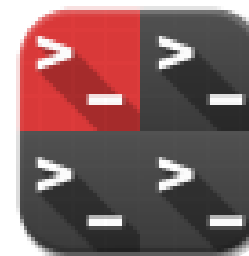
5: Abstract data structures



6: Resource management



7: Control



D: OOP

HL & SL 1.2 Overview

Components of a computer system

- 1.2.1 Define the terms: hardware, software, peripheral, network, human resources
- 1.2.2 Describe the roles that a computer can take in a networked world
- 1.2.3 Discuss the social and ethical issues associated with a networked world

System design and analysis

- 1.2.4 Identify the relevant stakeholders when planning a new system
- 1.2.5 Describe methods of obtaining requirements from stakeholders
- 1.2.6 Describe appropriate techniques for gathering the information needed to arrive at a workable solution
- 1.2.7 Construct suitable representations to illustrate system requirements
- 1.2.8 Describe the purpose of prototypes to demonstrate the proposed system to the client
- 1.2.9 Discuss the importance of iteration during the design process
- 1.2.10 Explain the possible consequences of failing to involve the end-user in the design process
- 1.2.11 Discuss the social and ethical issues associated with the introduction of new IT systems

Human interaction with the system

- 1.2.12 Define the term usability
- 1.2.13 Identify a range of usability problems with commonly used digital devices
- 1.2.14 Identify methods that can be used to improve the accessibility of systems
- 1.2.15 Identify a range of usability problems that can occur in a system
- 1.2.16 Discuss the moral, ethical, social, economic and environmental implications of the interaction between humans and machines



1: System design

2: Computer Organisation



3: Networks

4: Computational thinking



5: Abstract data structures

6: Resource management

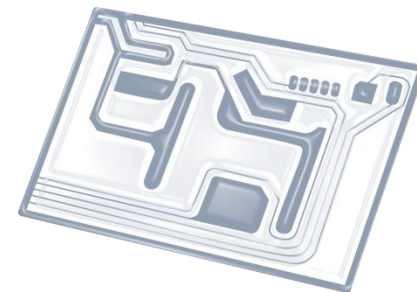


7: Control

D: OOP



Topic 1.2.16



Discuss the **moral, ethical, social, economic** and **environmental** implications of the interaction between **humans** and **machines**

Key concepts

- **Moral** - right and wrong
- **Ethical** - recommending concepts of right and wrong conduct
- **Social** - relating to society or its organization.
- **Economic** - pertaining to the production, distribution, and use of income, wealth, and commodities
- **Environmental** - relating to the natural world and the impact of human activity on its condition

MANY possible points, some are:

- There used to be a lot of secretaries but now computers do most of the work.
- Many factory jobs lost to automatization.
- A robot can even wash your car.
- Today, huge supercomputers are burning energy to handle the interpretation of voice commands on speech recognition systems like Siri.
- Consumerism has lead us to change our electronic devices almost every 2 years when new editions are released. This creates huge amounts of toxic electronic waste.