

**City University of Hong Kong
Course Syllabus**

**offered by Department of Information Systems
with effect from Semester A 2019 / 2020**

Part I Course Overview

Course Title: FinTech Capstone Project

Course Code: IS4920

Course Duration: Two Semesters (26 weeks)

Credit Units: 6

Level: B4

Arts and Humanities

Proposed Area:
(for GE courses only)

Study of Societies, Social and Business Organisations

Science and Technology

Medium of Instruction: English

Medium of Assessment: English

Prerequisites:
(Course Code and Title) Nil

Precursors:
(Course Code and Title) Nil

Equivalent Courses:
(Course Code and Title) Nil

Exclusive Courses:
(Course Code and Title) Nil

Part II Course Details

1. Abstract

(A 150-word description about the course)

In this capstone project course, students will integrate what they have learnt to propose, design and implement a technology solution to address a business problem in the FinTech area. Students work either individually or in a small team to conduct the project. The business problem is either identified by students themselves or defined by an industry partner (e.g., large financial institutions, FinTech start-ups, etc.). The main objective of this capstone project course is to develop and enhance students' problem solving and hands-on skills. A proof of concept or prototype is expected to be one of the main project deliverables. In addition, students also have the opportunity to practice their soft skills (e.g., communication, individual and/or team work, project management) in this capstone project.

2. Course Intended Learning Outcomes (CILOs)

(CILOs state what the student is expected to be able to do at the end of the course according to a given standard of performance.)

No.	CILOs [#]	Weighting* (if applicable)	Discovery-enriched curriculum related learning outcomes (please tick where appropriate)		
			A1	A2	A3
1.	Understand and analyse a business problem that can be addressed through a FinTech solution.	20%	✓	✓	
2.	Demonstrate the ability to apply various skills and techniques related with FinTech to design and implement a proof of concept or prototype that solves a business problem.	50%	✓	✓	✓
3.	Exercise good communication and interpersonal skills in eliciting user requirements and presenting preliminary business solutions.	30%	✓	✓	✓
		100%			

* If weighting is assigned to CILOs, they should add up to 100%.

[#] Please specify the alignment of CILOs to the Gateway Education Programme Intended Learning outcomes (PILOs) in Section A of Annex.

A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to self-life problems.

A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

3. Teaching and Learning Activities (TLAs)

(TLAs designed to facilitate students' achievement of the CILOs.)

TLA	Brief Description	CILO No.			Hours/week (if applicable)
		1	2	3	
TLA1: Independent research and work	Students conduct in-depth research to study the business problem, evaluate different options, and develop a FinTech solution.	✓	✓		
TLA2: Meeting	Students are required to meet with project supervisors regularly to update project progress and receive feedback.		✓	✓	
TLA3 : Online discussion	It is a means of self-reflection and knowledge sharing among students within or after formal classes.	✓	✓	✓	

4. Assessment Tasks/Activities (ATs)

(ATs are designed to assess how well the students achieve the CILOs.)

Assessment Tasks/Activities	CILO No.			Weighting*	Remarks
	1	2	3		
Continuous Assessment: <u>100 %</u>					
<u>AT1.Project Diary</u> A self-reflection of the problems encountered and the insights developed by individual students during the course of the project.	✓	✓	✓	20%	
<u>AT2.Project Report</u> A formal documentation of how the capstone project is conducted, including (but not limited to) analysis of the business problem, design and implementation of a preliminary business solution, and potential future improvements.	✓	✓	✓	60%	
<u>AT3.Project Presentation</u> A formal presentation of the capstone project fellow students, project supervisors, and industry partners.	✓	✓	✓	20%	
Examination: <u>0%</u> (duration: n/a)					
* The weightings should add up to 100%.				100%	

5. Assessment Rubrics

(Grading of student achievements is based on student performance in assessment tasks/activities with the following rubrics.)

Assessment Task (AT)	Criterion	Excellent (A+, A, A-)	Good (B+, B, B-)	Fair (C+, C, C-)	Marginal (D)	Failure (F)
AT1: Project Diary	Ability to understand and analyse a business problem that can be addressed through a FinTech solution	High	Significant	Moderate	Basic	Not even reaching marginal levels
	Ability to apply various skills and techniques related with FinTech to design and implement a proof of concept or prototype that solves a business problem	High	Significant	Moderate	Basic	Not even reaching marginal levels
	Ability to exercise good communication and interpersonal skills in eliciting user requirements and presenting preliminary business solutions	High	Significant	Moderate	Basic	Not even reaching marginal levels
AT2: Project Report	Ability to understand and analyse a business problem that can be addressed through a FinTech solution	High	Significant	Moderate	Basic	Not even reaching marginal levels
	Ability to apply various skills and techniques related with FinTech to design and implement a proof of concept or prototype that solves a business problem	High	Significant	Moderate	Basic	Not even reaching marginal levels
	Ability to exercise good communication and interpersonal skills in eliciting user requirements and presenting preliminary business solutions	High	Significant	Moderate	Basic	Not even reaching marginal levels
AT3: Project Presentation	Ability to understand and analyse a business problem that can be addressed through a FinTech solution	High	Significant	Moderate	Basic	Not even reaching marginal levels
	Ability to apply various skills and techniques related with FinTech to design and implement a proof of concept or prototype that solves a business problem	High	Significant	Moderate	Basic	Not even reaching marginal levels
	Ability to exercise good communication and interpersonal skills in eliciting user requirements and presenting preliminary business solutions	High	Significant	Moderate	Basic	Not even reaching marginal levels

Part III Other Information (more details can be provided separately in the teaching plan)

1. Keyword Syllabus

(An indication of the key topics of the course.)

Capstone project; FinTech; Innovation; Entrepreneurship; Start-up; Business plan; Research; Problem solving; Project management.

2. Reading List

2.1 Compulsory Readings

(Compulsory readings can include books, book chapters, or journal/magazine articles. There are also collections of e-books, e-journals available from the CityU Library.)

1.	Nil
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2.2 Additional Readings

(Additional references for students to learn to expand their knowledge about the subject.)

1.	Nil
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