

## Valid from 2026.FS

Valid from 2026.FS  Module description	on: Scientific Programmi	ng			
Module Code	w.BA.XX.3SP-WIN.XX				
ECTS Credits	3				
Language of Instruction/Examination	English				
Module Description	This module teaches the fundamentals of scientific programming. The focus is on scientific programming for data science applications. The programming language is Python. Python as an object-oriented programming language has caught up with other programming languages in terms of popularity and distribution in recent years and is thus becoming increasingly important. Students learn the most important programming paradigms. Due to the application-oriented nature of the module, students acquire the necessary knowledge that allows them to apply Python in practice.				
Organizational Unit	Institut für Wirtschaftsinformatik				
Module Coordinator	Mario Gellrich				
Deputy Module Coordinator	Elena Gavagnin				
Program and Specialization	Business Information Technology - Specialization in Data Science				
Legal Framework	Academic Regulations BSc dated 29.01.2009, for the degree programs in Business Administration, International Management, Business Information Technology, Business Law, Business Law and Applied Law, first adopted on 12.05.2009				
Module Category	Module Type Compulsory	Program Phase Main Study Period			
Prerequisite Knowledge	<ul> <li>Knowledge of statistics</li> <li>Basic knowledge of the Python programming language (syntax, data types, operators)</li> <li>Basic knowledge of SQL</li> </ul>				
Contribution to Program Learning Objectives (by the concerned Module)	<ul> <li>Professional Competence</li> <li>Methodological Competence</li> <li>Social Competence</li> <li>Self-Competence</li> </ul>				
Contribution to Program Learning Objectives	Professional Competence  Knowing and Understanding Content of Theoretical and Practical Relevance Apply, Analyze, and Synthesize Content of Theoretical and Practical Relevance Evaluate Content of Theoretical and Practical Relevance Methodological Competence Problem-Solving & Critical Thinking Scientific Methodology Work Methods, Techniques, and Procedures Information Literacy Creativity & Innovation Social Competence Written Communication Teamwork & Conflict Management Intercultural Insight & Ability to Change Perspective Self-Competence Self-Management & Self-Reflection Ethical & Social Responsibility Learning & Change				

Module Learning Objectives	Students						
	<ul> <li>Students</li> <li>know the importance of scientific programming in the data science context.</li> <li>know how to work with GitHub Codespaces, Visual Studio Code, and Jupyter Notebooks.</li> <li>know the basics of the Python programming language (e.g., syntax, libraries, operators, functions, methods, and classes).</li> <li>are able to select and use suitable Python libraries (e.g., numpy, matplotlib, and pandas).</li> <li>know data formats and data structures in Python and how to work with them.</li> <li>know the most important control statements and can work with them (e.g., if, else, break, for-&amp; while-loops,).</li> <li>know what procedural programming and object-oriented programming is and can develop their own programs.</li> <li>can program simulation models like cellular automata and agent-based models.</li> <li>can program a simple Al-enhanced web application.</li> <li>are able to identify and evaluate programming solutions for real-world problems in the field of data science.</li> <li>are able to automate data analysis processes with foundation models.</li> <li>are able to visualize data using Python libraries like matplotlib, seaborn and folium.</li> </ul>						
Module Content	<ul> <li>Introduction to scientific programming</li> <li>The Python programming language: basics &amp; overview</li> <li>Input &amp; output, formatting of strings &amp; dates</li> <li>Data manipulation &amp; analysis with pandas</li> <li>Data visualization with Python</li> <li>Automating data analysis with foundation models</li> <li>Conditional statements, loops, loop control statements</li> <li>Procedural programming</li> <li>Object-oriented programming</li> <li>Introduction to modeling &amp; simulation</li> <li>Cellular automata &amp; agent-based modeling</li> <li>Developing Al-enhanced web applications</li> </ul>						
Links to other modules	This module is linked to the following modules:						
Digital Learning Resources	Teaching Materials     Case Studies (with Key)						
Methods of Instruction	Literature Review Project Work Exercises			Social Settings Used:     Group Work     Individual Work			
Type of Instruction		Classroom Instruction		Guided Self- Study	Autonomous Self- Study		
	Large Class	28 h	-				
	Small Class	-	2	28 h			
	Group Instruction	-	-				
	Practical Work	-	-	•			
	Seminar	-	-	•			
	Total	28 h		28 h	34 h		

Module description: Scientific Programming								
Performance Assessment	End-of-module exam		Form	Length (min.)	Weighting			
	Written exam		open book	60	70.00			
	Permitted Resources		Spec. calculator acc. to leaflet "Utilities"	With dictionary				
	Others	Assessment	Format	Length (min.)	Weighting			
	Project work	Grade	Gruppenarbeit	20	30.00			
Classroom Attendance Requirement	None  While attendance is not compulsory, it is highly recommended owing to the complexity of the subject matter.							
Compulsory Reading	The literature issued in class or made available on the teaching platform is compulsory reading.							
Recommended Reading	• -							
Comments	<ul> <li>Students need a laptop for this module as well as the rights to install programs on it.</li> <li>Students need a GitHub account which uses their ZHAW email address.</li> </ul>							