



SH03006: ANIMAL CELL TECHNOLOGY

Credits: 3 (Theory: 2 - Project: 1 - Self-study: 9)

EXPECTED LEARNING OUTCOMES

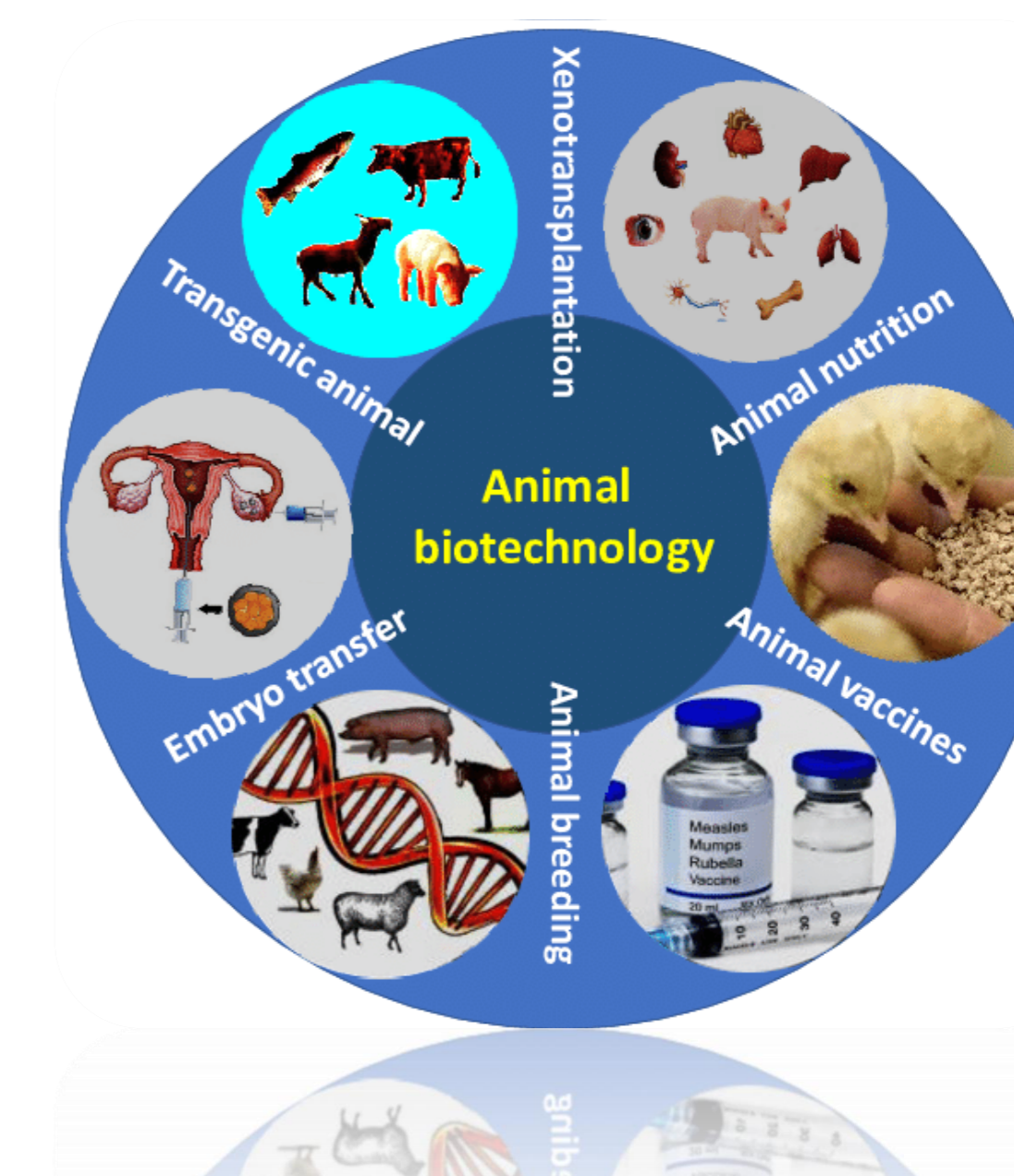
Code	Course expected learning outcomes Upon completion of this course, students are able to:	ELOs of the program
Knowledge		
CELO1	Develop ideas for biotechnology products based on knowledge of natural sciences, life sciences and analysis of social needs. Analysis of foundational technologies and achievements in the field of cellular technology; Laboratory organization, major and related techniques in cell culture and applications of animal cell technology.	ELO4
Skills		
CELO2	Apply critical and creative thinking to effectively solve research, technology transfer and production problems in the biotechnology industry.	ELO6
CELO3	Apply methods and skills to collect, analyze and process information in scientific research and investigate problems of professional practice.	ELO10
Attitude		
CELO4	Make a habit of updating knowledge and experience to improve your professional level.	ELO15

SUBJECT CONTENT

Chapter 1. Scientific background and some typical achievements of animal cell technology;
Chapter 2. Organization of laboratories for animal biotechnology;
Chapter 3. Animal cell culture techniques;
Chapter 4. Techniques for culturing animal cells on three-dimensional scaffold and other culture systems;
Chapter 5. Related techniques in animal cell culture techniques;
Chapter 6. Application of animal cell technology.
Project

MISSION OF STUDENTS

- Attendance classes (classes in lecture halls or online classes-MSTeams-Vnua): Students must attend classes fully according to the regulations of the University, participate in speaking ideas, discuss building lessons.
- Preparing for the lecture: Students attending this module are required to read the lecture and reference materials before studying the related content.
- 15-minute exercises and tests (if any): Students must complete 15-minute exercises and tests.
- Essay (if any): Students must prepare all essays, participate in the discussion and pass the exam satisfactorily.
- Project (Project based-learning): Students must implement and report satisfactory results.
- Must take the midterm exam, the final exam and meet the requirements.
- For online learning: students need to install learning software and fulfill the teacher's requirements for online learning.



ASSESSMENT METHODS

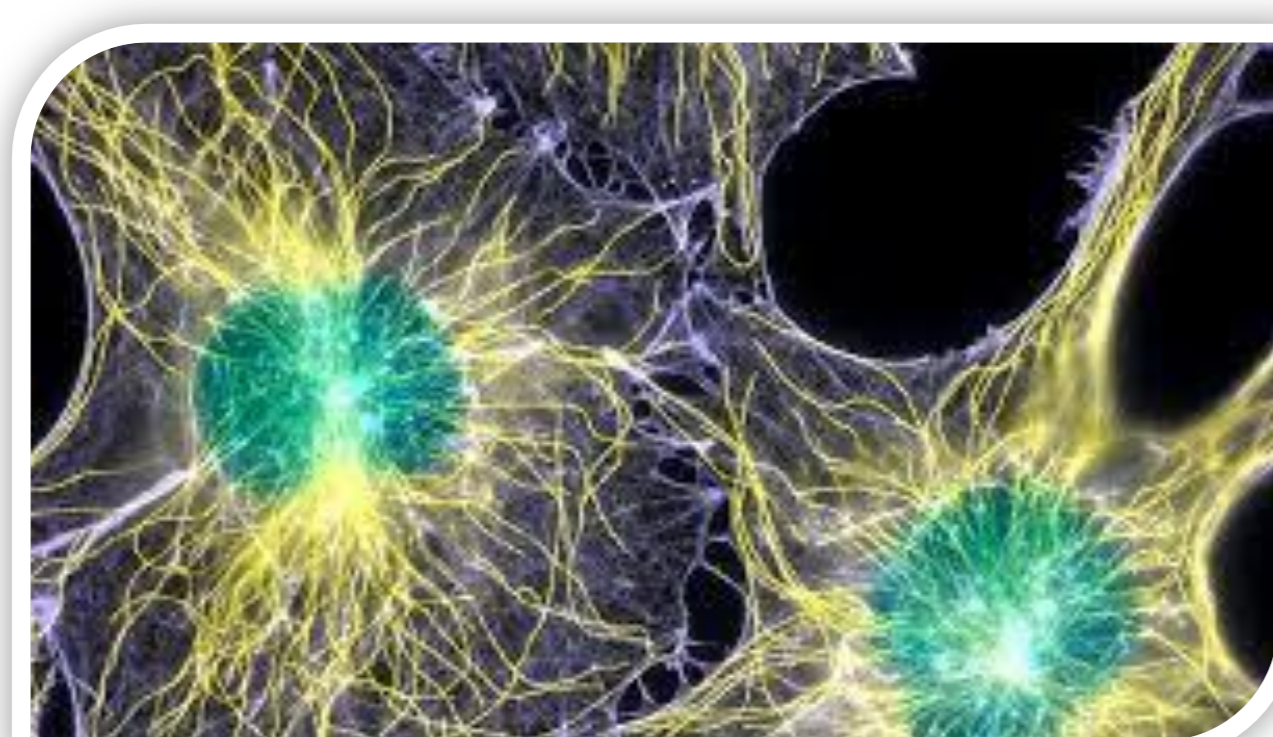
10 score scale

Course average is the sum of the scores of the rubric, the element multiplied by the respective weight of each rubric, ingredient.

- Attend class: 10%
- Project: 15%
- Mid-term examination: 15%
- Final exam: 60%

LEARNING METHODS

- Students prepare lessons before going to class according to the study plan that lecturers have disseminated.
- Students participate in learning activities in class: listening to lectures, answering questions, discussing as instructed by teachers.
- Online Learning.



LECTURERS

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