

# COURSE OUTCOME MATRIX

## COURSE SYLLABUS

### PART 2 of 3

Course Number and Title	IT102 Cyber Law, Ethics and Culture
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Credit Hours	3
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Course Description	This course provides background in legal aspects surrounding computer use, including the USAPA, WV Code covering Digital Crime, computer fraud, identity theft, Digital Millennium Copyright Act (DMCA), search and seizure, case studies, and ethical practices. This course is lecture based with a significant emphasis on research and case analysis.
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Prerequisite(s) and/or Corequisite(s)	None
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Required Textbooks/References/Course Materials:  
No textbook required.

	<b>General Education Outcomes</b>
1	Utilize written and verbal language to discuss and comprehend information, incorporating a variety of technologies, such as text, data, and images (written language, verbal language, and information technology).
2	Identify and interpret relevant information in order to formulate an opinion or conclusion (critical thinking).
3	Demonstrate and communicate computational methods and mathematical reasoning in a variety of formats (using words, tables, graphs, mathematical equations, etc., as appropriate) (quantitative literacy and fluency).
4	Communicate in appropriate ways with those who are culturally diverse (intercultural competence).

	<b>Program/Department Outcomes</b>
1	Discuss and evaluate potential technology related ethical dilemmas and apply decision-making techniques to resolve them.
2	Demonstrate proficiency in selecting, implementing, and operating information technology solutions to meet project requirements.
3	Apply essential IT support skills in order to install, configure, secure, and troubleshoot operating systems, programs, networks, and pc hardware.
4	Prepared to take and pass industry standard certification exams
5	Develop the ability to use oral and written communication effectively with clients and other industry professionals.
6	Engage in teams to develop and/or implement IT-based project solutions
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	Course Outcomes (CO)	Bloom's Domain for CO (C, A, P), Category, and Level	Program/Department Outcome(s)	Written Language	Verbal Language	Information Technology	Critical Thinking	Quantitative Literacy and Fluency	Intercultural Competence
1	Explain computer ethics	Cognitive Understanding (2)	1,3,5,6	1	1	2	2	1	0
2	List computer law standards	Cognitive Analyzing (4)	1,5,6	1	1	2	2	1	0
3	Explain the first and fourth amendment of the Bill of Rights	Cognitive Understanding (2)	1,6	0	0	2	2	1	0
4	Explain the Digital Millennium Copyright Act (DMCA)	Cognitive Understanding (2)	1,5,6	1	1	2	2	1	0
5	Identify Internet sub-cultures and their origins	Cognitive Applying (3)	1,6	0	0	2	2	1	0
6	Explain the difference between free speech and hate speech	Cognitive Analyzing (4)	1,5,6	1	1	2	2	1	0
7	Explain Intellectual property rights	Cognitive Understanding (2)	1,6	0	0	2	2	1	0
8	Distinguish digital crimes and associated punishments	Cognitive Analyzing (4)	1,6	0	0	2	2	1	0
9	Display the ability to make ethical decisions	Cognitive Evaluating (5)	1,2,5	1	1	2	2	1	0
10	Explain personal civil liberties	Cognitive Understanding (2)	1,5	1	1	2	2	1	0

Bloom's Domain Legend

C = Cognitive  
A = Affective  
P = Psychomotor

General Education Outcome Legend

2 = Included and Measurable  
1 = Introduced and/or Minimally Addressed and Not Measurable  
0 = Not included

Approved: May 2021  
Reviewed: November 11, 2021