

COURSE OUTCOME MATRIX

COURSE SYLLABUS

PART 2 of 3

Course Number and Title	IT156 Web Design II
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Credit Hours	3
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Course Description	This course teaches the student to use the JavaScript programming language with HTML pages. Emphasis is placed on creating HTML pages that include JavaScript programs. The student will learn the basic syntax of the JavaScript language, how to create JavaScript programs inside HTML documents, and how to use JavaScript programs to create responsive web pages.
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Prerequisite(s) and/or Corequisite(s)	IT155
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Required Textbooks/References/Course Materials:
None.

General Education Outcomes	
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).

Program/Department Outcomes	
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	Demonstrate JavaScript Values, Types, and Operators	C-Analyzing (4)	1,2,3	2	2	2	2	0	0
2	Utilize JavaScript Program Structures	C-Analyzing (4)	1,2,3	2	2	2	2	0	0
3	Utilize Functions when writing code	C-Creating (6)	1,2,3	2	2	2	2	0	0
4	Demonstrate Knowledge of JavaScript Data Structures: Objects and Arrays	C-Creating (6)	1,2,3	2	2	2	2	0	0
5	Build Compelling Websites with Node.js	C-Creating (6)	1,2,5,6	2	2	2	2	1	0
6	Build a game using Phaser	C-Creating (6)	1,2,5,6	2	2	2	2	1	0
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8									
9									
10									

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