COURSE OUTCOME MATRIX COURSE SYLLABUS PART 2 of 3

Course Numb	per and Title IT181 Advanced PC Maintenance							
Credit Hours	3							
Course Description	This course continues PC Hardware Maintenance lab exercises to build a system from individual pa		n installation and trouble shooting skil	lls. Students will complete				
Prerequisite(s and/or Corequisite(s								
Required Text	pooks/References/Course Materials:							
TestOut PC F	Pro A+ Labsim	TestOut	TestOut	9781935080428				
General	Education Outcomes							
	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 a	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,

	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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etc., as appropriate) (quantitative literacy and fluency).

4 Communicate in appropriate ways with those who are culturally diverse (intercultural competence).

	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	Use problem solving strategies to think critically	Cognitive Applying (3)	1,2,3,4	2	1	2	2	1	0
2	Distinguish the terms and technology of various hardware and software components	Cognitive Understanding (2)	1,2,3,4	2	1	2	2	1	0
3	Install, configure, and troubleshoot operating systems	Cognitive Creating (6)	1,2,3,4,	2	1	2	2	1	0
4	Demonstrate customer support techniques	Cognitive Evaluating (5)	1,2,3,4,5,6	2	2	2	2	1	0
5	Communicate effectively with employees and customers	Cognitive Creating (6)	1,2,3,4,5,6	2	2	2	2	1	0
6									
7									
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

May 2021 Approved:

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