COURSE OUTCOME MATRIX COURSE SYLLABUS PART 2 of 3

Credit Hours 4				
Description as ro	pects of networking. Topics covuting, servers, remote connective	in the fundamentals of networking through vered include: basic networking concepts, privity, user management, network security, en for students with no computer experience.	otocols, network devices, TCP/IP architect	ture, Internet addressing,
Prerequisite(s) and/or Corequisite(s)	IT180			
equired Textbook	s/References/Course Materials:			
TestOut Network Pro Labsim		TestOut	TestOut	9781935080435

	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
7	
8	
9	
10	

	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	C-Applying (3)	1,2,4	2	2	2	2	0	0
2	Distinguish the terms and technology of various hardware and software components	C-Understanding (2)	2,3,4	2	2	2	2	0	0
3	Install, configure, and troubleshoot operating systems	C-Applying (3)	3,4	2	2	2	2	0	0
4	Demonstrate customer support techniques	C-Creating (6)	4,5	2	2	2	2	0	0
5	Communicate effectively with employees and customers	C-Applying (3)	4,5,6	2	2	2	2	0	0
6	Work cooperatively with others in a team environment	C-Applying (3)	3,4,5,6	2	2	2	2	0	0
7	Understand basic networking fundamentals	C-Analyzing (4)	1,2,3,4	2	2	2	2	0	0
8									
9									
10					<u> </u>	<u> </u>			

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:

Reviewed: November 11, 2021