Course Number and Title	IT192 Introduction to Programming in Visual Basic

Credit Hours	3

Course Description	This course will introduce students to the concepts of programming using Visual Basic. Modular programs using the three basic constructs and files will be written and debugged.

Prerequisite(s) and/or Corequisite(s)	MT 121 or MT 121E or BU 115.

Required Textbooks/References/Course Materials:

Programming with Microsoft Visual Basic 2017	8th	Diane Zak	Cengage	1337102121 (Print) 1337279005 (ebook)

	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	Utilize a control structure	Cognitive Applying (3)	2,3,5	2	1	2	2	1	0
2	Use problem solving strategies to think critically	Cognitive Analyzing (4)	2,3,5	2	2	2	2	1	0
3	Use basic programming logic skills	Cognitive Applying (4)	2,3,5	2	2	2	2	2	0
4	Create an Application	Cognitive Creating (6)	1,2,3,5	2	2	2	2	2	0
5	Determine variables	Cognitive Evaluating (5)	2,3,5	2	1	2	2	2	0
6	Learn to store data using variables and constants	Cognitive Analyzing (4)	2,3,5	2	2	2	2	2	0
7	Demonstrate the debugging process	Cognitive Analyzing (4)	2,3,5	2	2	2	2	1	0
8	Use decision making processes	Cognitive Evaluating (5)	2,3,5	2	2	2	2	1	0
9	Determine program functionality	Cognitive Creating (6)	1,2,3,5	2	1	2	2	2	0
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
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