## COURSE OUTCOME MATRIX COURSE SYLLABUS PART 2 of 3

| Course Number         | er and Title IT274 Capstone Project  |
|-----------------------|--|
| Credit Hours          | 1  |
| Course<br>Description | This course is designed to pull all aspects of the program together. Students will be responsible for creating and designing a full system based on their program path. Students must present findings and pass a comprehensive program exam. Students will also complete a service learning work-based project. |
|                       |  |
| Prerequisite(s)       | None   |
| and/or                |  |
| Corequisite(s)        |  |

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   |
| 7  |  |
| 8  |  |
| 9  |  |
| 10 |  |

|   | Course Outcomes (CO)                                  | Bloom's Domain<br>for CO (C, A, P),<br>Category, and Level | Program/<br>Department<br>Outcome(s) | Written<br>Language | Verbal<br>Language | Information<br>Technology | Critical<br>Thinking | Quantitative<br>Literacy and<br>Fluency | Intercultural<br>Competence |
|---|---|--|--------------------------------------|---------------------|--------------------|---------------------------|----------------------|---|-----------------------------|
| 1 | Exhibit ethical, responsible, and dependable behavior | Psychomotor<br>Articulate (4)                              | 3,5                                  | 2                   | 0                  | 2                         | 2                    | 1                                       | 0                           |
| 2 | Communicate effectively with employees and customers  | Psychomotor<br>Articulate (4)                              | 3,5                                  | 2                   | 2                  | 2                         | 2                    | 1                                       | 0                           |
| 3 | Write effective business documents                    | Psychomotor<br>Articulate (4)                              | 3,5                                  | 2                   | 1                  | 2                         | 2                    | 1                                       | 0                           |
| 4 | Work cooperatively with others in a team environment  | Psychomotor<br>Articulate (4)                              | 2,3,5,6                              | 2                   | 2                  | 2                         | 2                    | 1                                       | 0                           |
| 5 | Appreciate the need for lifelong learning             | Psychomotor<br>Manipulate (2)                              | 3,5                                  | 2                   | 1                  | 2                         | 2                    | 1                                       | 0                           |
| 6 | Use problem solving strategies to think critically    | Cognitive<br>Applying (3)                                  | 2,3,5                                | 2                   | 0                  | 2                         | 2                    | 1                                       | 0                           |
| 7 | Provide outstanding customer service                  | Cognitive<br>Applying (3)                                  | 2,3,5                                | 2                   | 2                  | 2                         | 2                    | 1                                       | 0                           |
| 8 | Demonstrate mastery of content through certification  | Psychomotor<br>Manipulate (2)                              | 3,4                                  | 0                   | 0                  | 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

May 2021 Approved:

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