COURSE OUTCOME MATRIX COURSE SYLLABUS PART 2 of 3

Cours	se Number and Title MX 190 Industrial Robotics									
Credi	t Hours 2									
Cours		industrial manipula s covered include s	ators, using an actual robot	and a high-fidelity simulation environme	nt for demonstrations					
Cored	equisite(s) EG 103 and EG 107 and/or quisite(s)									
Required Textbooks/References/Course Materials: Basic Robotics		1st	Dinwiddie, Keith	Cengage Learning	1133950191					
1 U	General Education Outcomes Itilize written and verbal language to discuss and concept and language, and information technology). Identify and interpret relevant information in order to	·			images (written language					
	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).									
	communicate in appropriate ways with those who are		e (intercultural competence).							
	Program/Department Outcomes	la atrical ta abovi								
	Prepare students to become safe and competent e Provide opportunities to display critical thinking skil		S							
3	Demonstrate responsible professional conduct and	l behavior.								

Effectively communicate.

	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	Comprehend basic terms and components relative to "robots and manipulators".	C-Understanding (2)	1, 4	1	1	1	1	2	0
2	Compute basic calculations relative to electrical, mechanical, and fluid power systems as they apply to robots.	C-Applying (3)	1	1	1	1	1	1	0
3	Comprehend different classifications and types of robots/manipulators and their application.	C-Understanding (2)	4	1	1	1	1	2	0
4	Demonstrate the ability to program the FANUC robot to do "Pick and Place" operations.	C-Applying (3)	1	1	1	1	1	1	0
5									
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

Approved: Reviewed:

May 2021 November 11, 2021