## COURSE OUTCOME MATRIX COURSE SYLLABUS PART 2 of 3

					er and Title SO 215: Human Relations	Course Number	
					3	Credit Hours	
					None	Prerequisite(s) and/or Corequisite(s)	
Course Description Develops the ability to get along with people in everyday business and social contacts.							
					ooks/References/Course Materials:	Required Textbo	
33187	Effective Human Relations: Interpersonal and Organizational Applications 13th Reece, Barry L and Monique Cengage 1305883187						
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	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 Outcomes
1	Students demonstrate competence in the social science subject area(s).
2	Students analyze written and verbal content and respond with informed interpretations.
3	Students assess the opinions, arguments, and conclusions of others in order to form a constructive judgment, defense, or rebuttal.

	Course Outcomes (CO)	Bloom's Domain for CO (C, A, P), Category, and Level	Program Outcome(s)	Written Language	Verbal Language	Information Technology	Critical Thinking	Quantitative Literacy and Fluency	Intercultural Competence
1	Discuss the major elements of the communication style model.	A-Responding to Phenomena (2)	1, 2, 3	2	1	1	2	1	1
2	Explain how constructive self- disclosure contributes to improved interpersonal relationships and teamwork.	C-Understanding (2)	1, 2, 3	2	1	1	2	1	1
3	Demonstrate an awareness of the various forms of discrimination in the workplace.	A-Valuing (3)	1, 2, 3	2	1	1	2	1	2

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: January 18, 2022