

## Course to Program Mapping Template

Program name CIS - COMPUTER SCIENCE Division BUSINESS Date October 2018

Catalog year 2018/19 Completed by MOORE

	Course #	Course #	Course #	Course #	Course #	Course #	Course #	Course #	Course #	Course #
	CIS 130	CIS 150	CIS 153	CIS 167	CIS 175	CIS 250	CIS 267	CIS 268	CIS ELECTIVE	MATH 171
<b>Program-level Student Learning Outcomes</b>	<a href="#">Introduction to Computer Information Systems</a>	<a href="#">CIS 150 - Computer Science I</a>	<a href="#">CIS 153 - Desktop App Development</a>	<a href="#">CIS 167 - Discrete Structures</a>	<a href="#">CIS 175 - Android Programming</a>	<a href="#">CIS 250 - Computer Science II</a>	<a href="#">CIS 267 - Beginning Game Programming</a>	<a href="#">CIS 268 - Assembly Language and Computer Architecture</a>		<a href="#">MATH 171 - Calculus I</a>
Demonstrate and utilize necessary technical knowledge and skills both in breadth and depth, to pursue the practice or advanced study of computer science.		An	Ap	Ap	C	Ap	Ap	Ap	K	K
Understand the importance of life-long learning, and be prepared to learn and understand new technological developments in their field.	K	Ap		C	An	Ap	Ap	Ap	K	
Understand the ethical and technical context of their computer science contributions and their obligations therein.	K	C	C		C	Ap	Ap	Ap		
Develop the communication, teamwork, and leadership skills necessary to function productively and professionally.	K		Ap		Ap			Ap		

Use the following codes, based on Bloom's taxonomy, under each course number as appropriate: K=Knowledge level; C= Comprehension level; Ap= Application level; An=Analysis or above

\*All core courses within the program should be included in the Program map.