CS 99I Course Outline as of Fall 2023

CATALOG INFORMATION

Dept and Nbr: CS 99I Title: COMPUTER STUDIES INTERN
Full Title: Computer Studies Internship
Last Reviewed: 10/9/2023

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	8.00	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.00	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	34.50		Contact DHR	603.75
		Contact Total	34.50		Contact Total	603.75
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00 Total Student Learning Hours: 603.75

Title 5 Category:	AA Degree Applicable
Grading:	Grade Only
Repeatability:	25 - 16 Units Total (WrxEx only)
Also Listed As:	
Formerly:	CIS 99I

Catalog Description:
Internships are an opportunity for students to receive college credit for working in a position related to their field of study in Computer Studies. Students will set learning goals, receive job coaching, and resume instruction. Students eligible for internships will have declared a major, have completed courses in their major, or have acquired a high level of skill in their discipline, and are ready for on-the-job experience in a paid position. Students are responsible for securing a position before they enroll in the course. Credit for work is determined by hours worked within the semester: 75 paid hours or 60 non-paid hours equals one unit.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:
Student must secure a position prior to enrolling in the course.

Schedule of Classes Information:
Description: Internships are an opportunity for students to receive college credit for working in a position related to their field of study in Computer Studies. Students will set learning goals,

receive job coaching, and resume instruction. Students eligible for internships will have declared a major, have completed courses in their major, or have acquired a high level of skill in their discipline, and are ready for on-the-job experience in a paid position. Students are responsible for securing a position before they enroll in the course. Credit for work is determined by hours worked within the semester: 75 paid hours or 60 non-paid hours equals one unit. (Grade Only)
Prerequisites/Corequisites:
Recommended:
Limits on Enrollment: Student must secure a position prior to enrolling in the course.
Transfer Credit: CSU;
Repeatability: 16 Units Total (WrxEx only)

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	**Area**			Effective:	Inactive:
CSU GE:	**Transfer Area**			Effective:	Inactive:
IGETC:	**Transfer Area**			Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Spring 1999	Inactive:	
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Both Certificate and Major Applicable

COURSE CONTENT

Student Learning Outcomes:
At the conclusion of this course, the student should be able to:
1. Demonstrate application of computer skills and knowledge at the job site.
2. Write a resume targeted to a computer studies specific career that includes the new skills acquired in the internship.

Objectives:
At the conclusion of this course, the student should be able to:
1. Develop, achieve, and assess computer studies-specific skills and apply them to work-based learning goals.
2. Assess computer studies-specific classroom learning and apply applicable skills to meet requirements of the employment site.
3. Assess new skills learned in the internship and apply to a resume.
4. Keep accurate records of employment.
5. Demonstrate increased depth and breadth of work goals at their worksite with new learning goals, if they are repeating students.

Topics and Scope:

I. Work-Based Learning Goals
   A. Self-assessment of strengths
   B. Measurement

C. Evaluation
II. Job Site Skills
A. Job site requirements
III. Career Development
A. Exploration of future career goals
IV. Record Keeping
V. Repeating Students
A. Develop new more complex discipline specific learning goals
B. Measure/evaluate work site performance

Assignment:

1. Attend an orientation with instructor
2. Write, complete, and evaluate measurable work-based learning goals
3. Select, attend, and evaluate seminars/activities, and/or complete a project
4. Develop or revise resume
5. Write reflective report (2-3 pages)
6. Keep accurate records of hours worked per week
7. Meet with instructor and job supervisor for work-based learning goals evaluation, as well as periodically as required
8. Repeating students will create new work-based learning goals that are more complex and at a higher level of competency

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Work-based learning goals; resume; reflective report	Writing 10 - 35%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None	Problem solving 0 - 0%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Completion of work-based learning goals	Skill Demonstrations 40 - 65%

Exams: All forms of formal testing, other than skill performance exams.

None	Exams 0 - 0%

Other: Includes any assessment tools that do not logically fit into the above categories.

Orientation; seminars/activities/workshops, or project; record hours worked; evaluation of work-based learning goals; evaluation with instructor and job supervisor	Other Category 15 - 35%

Representative Textbooks and Materials:
Instructor prepared materials