Approved New Course (First Version)

CS 701 Course Outline as of Summer 2016

CATALOG INFORMATION

Dept and Nbr: CS 701   Title: COMPUTER STUDIES SURVEY
Full Title: Computer Studies Survey
Last Reviewed: 2/28/2022

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	0	Lecture Scheduled	0	2	Lecture Scheduled	0
Minimum	0	Lab Scheduled	10.00	1	Lab Scheduled	20.00
		Contact DHR	0		Contact DHR	0
		Contact Total	10.00		Contact Total	20.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00   Total Student Learning Hours: 20.00

Title 5 Category: Non-Credit
Grading: Non-Credit Course
Repeatability: 27 - Exempt From Repeat Provisions
Also Listed As:
Formerly:

Catalog Description:
An overview of the topics taught in the Computer Studies Department. Includes topics such as programming, video editing, social media, and graphic production. Also includes information about possible careers using these skills.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: An overview of the topics taught in the Computer Studies Department. Includes topics such as programming, video editing, social media, and graphic production. Also includes information about possible careers using these skills. (Non-Credit Course)
Prerequisites/Corequisites:
Recommended:
Limits on Enrollment:

Transfer Credit:
Repeatability: Exempt From Repeat Provisions

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

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

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Student Learning Outcomes:
At the conclusion of this course, the student should be able to:
1. Identify disciplines within the Computer Studies curriculum.
2. Produce basic computer-generated output using at least three applications.

Objectives:
Based on assessment of student needs, the outcomes and objectives may include any or all of the following:

Upon successful completion of the course, students will be able to:
1. Correctly identify disciplines within the Computer Studies curriculum.
2. Demonstrate basic skills using at least three software applications.

Topics and Scope:

Topics covered may include:
I. Computer Studies discipline areas
    A. Programming
    B. IT/Networking
    C. Web development
    D. Social Media
    E. Graphic Design
    F Visual/Digital Media
II. Software applications
    A. Microsoft Office
        1. Word
        2. Excel
        3. PowerPoint
    B. Adobe Applications
        1. Photoshop

      2. Illustrator
      3. InDesign
      4. Premiere
   C. WordPress
   D. HTML editors
III. Computer-Related Careers
   A. Careers in IT/Computer Science
   B. Careers in other fields which use computer skills

Assignment:

1. Document creation using various software applications
2. Basic Web page creation
3. 1-2 worksheets and/or quizzes

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.

None

Writing 0 - 0%

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

Documents, Web pages

Problem solving 40 - 80%

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

None

Skill Demonstrations 0 - 0%

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

1-2 worksheets or quizzes

Exams 10 - 40%

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

Participation

Other Category 10 - 20%

Representative Textbooks and Materials:
Instructor prepared materials and resource materials.