

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: 2/9/2016

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:
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CSU Transfer:	Effective:	Inactive:
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UC Transfer:	Effective:	Inactive:
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CID:

Certificate/Major Applicable:

Certificate Applicable Course

Approval and Dates

Version:	01	Course Created/Approved:	2/9/2016
Version Created:	8/5/2015	Course Last Modified:	3/22/2021
Submitter:	Donald Laird	Course last full review:	2/9/2016
Version Status:	Approved New Course (First Version)	Prereq Created/Approved:	2/9/2016
Version Status Date:	2/9/2016	Semester Last Taught:	Summer 2019
Version Term Effective:	Summer 2016	Term Inactive:	

COURSE CONTENT

Student Learning Outcomes:

Upon completion of the course, students will 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.

OTHER REQUIRED ELEMENTS

STUDENT PREPARATION

Matric Assessment Required:	X	Exempt From Assessment
Prerequisites-generate description:	NP	No Prerequisite
Advisories-generate description:	NA	No Advisory
Prereq-provisional:	N	NO
Prereq/coreq-registration check:	N	No Prerequisite Rules Exist
Requires instructor signature:	N	Instructor's Signature Not Required

BASIC INFORMATION, HOURS/UNITS & REPEATABILITY

Method of instruction:	04	Laboratory
	72	Internet-Based, Delayed Interaction
	71	Internet-Based, Simultaneous Interaction
Area department:	CS	Computer Studies
Division:	72	Arts & Humanities
Special topic course:	N	Not a Special Topic Course
Program status:	1	Certificate Applicable Course
Repeatability:	27	Exempt From Repeat Provisions
Repeat group id:		

SCHEDULING

Audit allowed:	N	Not Auditable
Open entry/exit:	Y	Open Entry/Open Exit
Credit by exam:	N	Credit by examination not allowed
Budget code: Program:	0000	Unrestricted
Budget code: Activity:	0701	Computer & Information Science

OTHER CODES

Discipline:	Computer Information Systems OR Computer Science	
Basic skills:	N	Not a Basic Skills Course
Level below transfer:	Y	Not Applicable
CVU/CVC status:	Y	Distance Ed, Not CVU/CVC Developed
Distance Ed Approved:	N	None
Emergency Distance Ed Approved:	Y	Fully Online Partially Online Online with flexible in-person activities
Non-credit category:	I	Short-Term Vocational
Classification:	J	Workforce Preparation - enhanced funding
SAM classification:	C	Clearly Occupational
TOP code:	0701.00	Information Technology, General
Work-based learning:	N	Does Not Include Work-Based Learning
DSPS course:	N	Not a DSPS Course
In-service:	N	Not an in-Service Course