

CATALOG INFORMATION

Dept and Nbr: CS 99I

Title: COMPUTER STUDIES INTERN

Full Title: Computer Studies Occupational Work Experience Intern

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	0.50	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 (WrxE only)

Also Listed As:

Formerly: CIS 99I

**Catalog Description:**  
Computer Studies Occupational Work Experience Internship offers job readiness preparation; job seeking and coaching; application, resume, and interviewing instruction; screening; prospective internship placement; and supervised employment of students that extends to the job site classroom learning that relates to the student's educational or occupational goal in Computer Studies. 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 (75 hours/per unit). Students will acquire new knowledge, skills, and abilities to prepare for a career in their chosen field of Computer Studies.

**Prerequisites/Corequisites:**

**Recommended Preparation:**  
Eligibility for ENGL 100 or ESL 100

**Limits on Enrollment:**  
Student must complete an application, interview, placement and verification of employment because intern position must be secured prior to enrollment.

**Schedule of Classes Information:**

Description: Computer Studies Occupational Work Experience Internship offers job readiness preparation; job seeking and coaching; application, resume, and interviewing instruction; screening; prospective internship placement; and supervised employment of students that extends to the job site classroom learning that relates to the students' educational or occupational goal in Computer Studies. 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 (75 hours/per unit). Students will acquire new knowledge, skills, and abilities to prepare for a career in their chosen field of Computer Studies. (Grade Only)

Prerequisites/Corequisites:

Recommended: Eligibility for ENGL 100 or ESL 100

Limits on Enrollment: Student must complete an application, interview, placement and verification of employment because intern position must be secured prior to enrollment.

Transfer Credit: CSU;

Repeatability: 16 Units Total (WrxE only)

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>CSU Transfer:</b>	Transferable	Effective: Spring 1999	Inactive:
<b>UC Transfer:</b>		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.
3. Demonstrate improvement of Computer Studies specific job skills at the job site.

### **Objectives:**

Upon completion of the course, students will be able to:

1. Develop, achieve, and assess Computer Studies work-based learning objectives.
2. Use self-reflective and critical analysis to evaluate a job site experience.
3. Research and analyze resume writing formats; assess discipline-specific skills of a targeted career; write a discipline-specific resume.
4. Assess discipline-specific classroom learning and apply applicable skills to meet requirements at job site.
5. Research career information related to Computer Studies.
6. Keep accurate records of employment.

7. Repeating students must demonstrate increased depth and breadth of work skills proficiency at their worksite with new learning objectives.

### **Topics and Scope:**

- I. Work-based learning objectives
  - A. Self-assessment
  - B. Format
  - C. Measurement
  - D. Evaluation
- II. Written report
  - A. Format
  - B. Grammar and organization
  - C. Focus
  - D. Reflective analysis
- III. Resume
  - A. Research
  - B. Analysis
  - C. Skills assessment measurement
  - D. Career objective
  - E. Format
  - F. Organization
  - G. Education and experience
  - H. Skills and qualifications
- IV. Job site skills
  - A. Classroom preparation
  - B. Job site requirements
- V. Job and career research
  - A. Employer panel discussions, personal skill sets, job search strategies
  - B. Informational interviews and job shadows
- VI. Accurate record keeping and timely reporting of hours worked
- VII. Repeating students
  - A. Develop new more complex discipline specific learning objectives
  - B. Measure/evaluate work site performance

### **Assignment:**

- 1. Write, implement and evaluate 4 measureable work-based learning objectives.
- 2. Select and attend 4 hours of seminars or activities, or complete a project.
- 3. Develop or revise resume.
- 4. Write a 2-page reflective report.
- 5. Keep accurate records of hours worked per week.
- 6. Meet with instructor and job supervisor at least one time.
- 7. Repeating students will create new objectives 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.

Reflective report, resume, and objectives

Writing  
10 - 25%

**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.

Field work, completion of objectives

Skill Demonstrations  
50 - 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.

Instructor evaluation, analysis of seminars, activities, or project, and hours worked

Other Category  
15 - 30%

### **Representative Textbooks and Materials:**

Intern Handbook and other career related materials prepared by the instructor.