

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 (WrxE 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 (WrxE 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