



COLLEGE OF COMPUTER STUDIES

CURRICULUM MAP FOR BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY

- **PO1** Apply knowledge in computing science and mathematics appropriate to the discipline.
- PO2 Understand best practices and standards and their applications.
- PO3 Analyze complex problems and identify and define the computing requirements appropriate to its solutions.
- PO4 Identify and analyze user needs and take them into account in the selection, creation, evaluation and administration of computer-based system.
- PO5 Design, implement and evaluate computer-based systems, processes, components or programs to meet desired needs and requirements under various constraints.
- PO6 Integrate IT-based solutions into the user environment effectively.
- **PO7** Apply knowledge through the use of current techniques, skills, tools and practices necessary for the IT profession.
- PO8 Function effectively as a member or leader of a development teams recognizing the different roles within a team to accomplish a common goal.
- PO9 Assist in the creation of an effective IT project plan.
- PO10 Communicate effectively with the computing community and with society at large about complex computing activities through logical writing, presentations and clear instructions.
- PO11 Analyze the local and global impact of computing information technology on individuals, organizations, and society issues and responsibilities.
- PO12 Understand professional, ethical, legal, security and social issues and responsibilities in the utilization of information technology.
- PO13 Recognizing the need for and engage in planning self-learning and improving performance as a foundation for continuing professional development

LEGEND:

- I An introductory course to an outcome
- E A course that strengthens the outcome
- **D** A course demonstrating the outcome

Blank if no relation





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PROGRAM OUTCOMES											
1sT Year / 1st	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
Semester CSIT 1101/L	Introduction to Computing - Lec/Lab								I	I	I
CSIT 1102/L	Computer Programming 1 - Lec/Lab	I	I	I			I				
FCL 1101	The Perpetualite: Identity and Dignity										
GEC 6000	The Contemporary World										I
GEC 8000	Science, Technology, and Society										I
GEE 1000/L	Living in the IT Era- Lec/Lab						I		I	I	
NSTP 1101	National Service Training Program 1										
PE 1101	Foundations of Physical Education										

PROGRAM OUTCOMES											
1 ST Year / 2 ND	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
Semester											POIO
CS 1201	Discrete Structure 1		I	I		I					
CSIT 1203/L	Computer Programming 2 - Lec/Lab		I	I			I				
FCL 1202	The Perpetualite: A Man of God										
GEC 1000	Understanding the Self										I
GEC 4000	Purposive Communication										
GEC 5000	Mathematics in the Modern World							I			
NSTP 1202	National Service Training Program 2										
PE 1202	Rhythmic Activities										





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PROGRAM OUTCOMES											
2 ND Year / 1 ST	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
Semester		rui	PO2	POS							roiu
CS 2102	Discrete Structure 2	I	I	I		I					
CSIT 2104/L	Object Oriented Programming - Lec/Lab	Е	E	E			E	I			
CSIT 2105/L	Data Structures and Algorithm -Lec/Lab	E	E	E		I					
FCL 2103	The Perpetualite: Called to Perfection										
FIL 1000	Komunikasyon sa Akademikong Filipino								I		
GEC 3000	Arts Appreciation										I
GEC 7000	Readings in Philippine History										I
PE 2103	Individual/Dual Sports										
RZL 1000	The Life and Works of Rizal										

PROGRAM OUTCOMES											
2 ND Year / 2 ND	COURSE TITLE	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
Semester											FOID
CS 2203	Algorithm and Complexity	E	E	E		E					
CS 2204	Calculus										
CSIT 2206/L	Information Management - Lec/Lab	Е	E	E	E	E	E	E	E		I
CSIT 2207	Social Issues and Professional Practice							E	E	E	E
ENG 1000	English for the Profession						I				
FCL 2204	The Perpetualite: A Man for Others										
GEC 2000	Ethics										
GEE 2000	Entrepreneurial Mind										
PE 2204	Team Sports										

Prepared by:

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