WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Information Technology Hardware and Software

COURSE NUMBER: SEC 300

Minimum Grade Policy
The Computer & Network Security program has set a minimum passing grade of "C-" for program core courses. Students receiving a grade lower than "C-" in any required core course must retake that course.

I. MAJOR INSTRUCTIONAL GOALS:

GOAL #1: Understand the fundamentals and interactions of computer hardware, software and network structures.

Learning Outcomes: The student will identify the various features and components of a computer system; and understand the inter-relationships among the various components.

Learning Activities:

Learning Assessment:

GOAL #2: Identify and recognize the different features of hardware and software technologies as they effect specific business solutions.

Learning Outcomes: The student will understand the types of hardware, software, and network features in use in various business systems; discuss how the technical components further a business outcome; and, identify and evaluate the system components in order to design an effective business system.

Learning Activities:

Learning Assessment:

GOAL #3: Formulate a business systems plan utilizing hardware, software and network technology.

Learning Outcomes: The student will survey the business environment and evaluate the business problem; recommend the proper hardware, software, and network functionality for the business setting; and, formulate a bid response to implement the technical solution.

Learning Activities:

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Learning Assessment:

GOAL #4: Discuss the tools and techniques of computer technology as they relate to daily life.

Learning Outcomes: Through class participation and interaction, the student will discuss how computer technology has impacted his/her business and personal life experiences; and, develop a technical solution to a specific business or personal problem.

Learning Activities:

Learning Assessment:

II. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.