WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Experiential Learning in Cyber Security

COURSE NUMBER: SEC 480

CREDIT HOURS: 3

PREREQUISITE: SEC 250

I. MAJOR INSTRUCTIONAL OBJECTIVES:

Objective A: This is an experiential learning course that offers students the opportunity to apply the skills, practices, policies and procedures taught in the Computer & Network Security curriculum and apply them in simulated real-world environments via NCL competitions
A-1 Develop problem solving and team building skills
A-2 Learn to defend against cybersecurity attacks
A-3 Develop penetration testing skills while also understanding how to use these skills responsibly
A-4 Understand current level of personal preparation for the workforce and what is needed to focus on to get better
A-5 Apply knowledge and understanding by participating in the National Cyber League (NCL) capture the flag cyber challenges and the proactive virtual cyber gymnasium labs.

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.