



Republic of the Philippines
SULTAN KUDARAT STATE UNIVERSITY
Isulan, Sultan Kudarat
College of Computer Studies
First Semester, S.Y. 2024-2025



UNIVERSITY VISION

A leading University in advancing scholarly innovation, multi-cultural convergence, and responsive public service in a borderless Region.

UNIVERSITY MISSION

The University shall primarily provide advance instruction and professional training in science and technology, agriculture, fisheries, education and other related field of study. It shall undertake research and extension services, and provide progressive leadership in its area of specialization.

UNIVERSITY GOAL

To produce graduates with excellence and dignity in arts, science and technology

UNIVERSITY OBJECTIVES

- Enhance competency development, commitment, professionalism, unity and true spirit of service for public accountability, transparency and delivery of quality services;
- Provide relevant programs and professional trainings that will respond to the development needs of the region;
- Strengthen local and international collaborations and partnerships for borderless programs;
- Develop a research culture among faculty and students;
- Develop and promote environmentally-sound and market-driven knowledge and technologies at par with international standards;
- Promote research-based information and technologies for sustainable development;
- Enhance resource generation and mobilization to sustain financial viability of the university.

Program Objectives and its relationship to University Goals:

PROGRAM OBJECTIVES (PO)	OBJECTIVES					
A graduate of BS in Information Systems can:	a	b	c	d	e	F
a) Perform theoretical and practical skills in innovating latest technology in computing;	/	/	/	/	/	/
b) Design and implement business information systems;		/			/	/
c) Design industry-based services and technology that will promote advancement and development to the community;	/	/		/	/	/
d) Demonstrate the code of conduct as well as social and legal aspects of Information Systems.	/	/	/	/		/

1. Course Code : IS 111
2. Course Title : IS Fundamentals
3. Prerequisite : None
4. Credits : 3 units

5. Course Description:

This course provides a comprehensive overview of the role and impact of information systems in modern organizations and society. Students will explore how information systems are used to support business operations, decision-making, and strategic objectives. Students will develop a foundational understanding of how information systems drive innovation, efficiency, and competitive advantage across industries.

6. Course Learning Outcomes and Relationships to Program Educational Objectives

Course Learning Outcomes	Program Objectives			
At the end of the semester, the students can:	a	b	c	d
a. Discuss the concepts of Information system and its Application	/	/		/
b. Identify the basic components, types and generations of computer.	/	/	/	/
c. Use the arithmetic operation of number system	/			/
d. Explain what is Internet, Web and E- Commerce	/	/		/
e. Discuss the concept of Privacy and Security issues, ICT Application in society , Latest trends and Current issues in Information Technology.	/	/		/

7. Course Content

Course Objectives, Topics, Time Allotment	Desired Student Learning Outcomes	Outcomes-Based Assessment (OBA) Activities	Evidence of Outcomes	Course Objectives	Program Outcomes	Values Integration
SKSU VMGO, Classroom Policies, Course Overview, Course Requirements, Grading System (1 hour)						
Discuss the VMGO of the university, classroom policies,	Student can be aware of and appreciate of the university's VMGO,				A,D	

scope of the course, course requirements and grading system	classroom policies, course overview, requirements and grading system.	Individual participation in class discussion	Class Participation			Value of appreciation
Lesson 1: Introduction of Information Systems (4hours)						
Discuss the basic concept of Information Systems and its uses.	Student can familiarize the basic concepts of Information system.	Test and quizzes Students participation in question and answer activity facilitated by teacher	Student and class participation accomplished by professor.	a,c	a, b, c, d,e	Value of participation
Lesson 2: Computer System (6 hours)						
2.1 Discuss What is Computer and its Importance 2.2 . Define what is Hardware, Software and Peopleware 2.3 Identify the different types Hardware Components 2.4 Identify different type of software's Components 2.5 Identify the example of People ware.	2.1. Student can explain the meaning of Computer and its importance . 2.2 Students can define the Hardware, Software and peopleware 2.3 Student can identify the different types of Hardware components. 2.4 Student can identify the different types of software components. 2.5 Students can give example of People ware.	Test and quizzes Students participation in question and answer activity facilitated by teacher	Student and class participation accomplished by professor. Rubrics score grade Quiz / Class exercise result	a, , c, d	a, b, c, d	Value of participation
Lesson 3: Characteristics, Types and Generations of Computer(8 hours)						

3.1. Discuss the Characteristic of Computer 3.2. Discuss the features and types of computer 3.3 Identify the Computer Generation and its features	3.1 Students can discuss the Characteristic of computer 3.2 Students can identify different types of computer and its features. 3.3 Students can define the computer Generation and its feautures.	Test and quizzes Students participation in question and answer activity facilitated by teacher	Student and class participation accomplished by professor. Rubrics score grade Quiz / Class exercise result	a, c, d	a, b, c, d, e	Value of participation
Lesson 4: Introduction to Number System (8 hours)						
4.1. Discuss the Number System. <ul style="list-style-type: none"> Decimal, Binary Octal Hexadecimal. 	4.1. Student can use understands the number . 4.1.1 The students can implement the number system using the decimal, binary, octal and hexadecimal numbers.	Test and quizzes Students participation in question and answer activity facilitated by teacher Problem solving	Student and class participation accomplished by professor. Quiz / Class exercise result	a, c, d	a, c, d,e	Value of participation Self-Discipline
Lesson 5: Operating System(5 hours)						
5.1 Discuss the Operating System and its Importance	5.1. The students can discuss the importance of Operating System.	Test and quizzes Students participation in question and answer activity facilitated by teacher	Student and class participation accomplished by professor. Rubrics score Grade	a,b,c	a, b, c,d,e	Value of participation Value of Hard work

Lesson 6: Internet, Web and Electronic Commerce (7 hours)						
6.1 Discuss what is Internet , Web and Electronic Commerce.	6.1. The students can familiarize the importance of Internet, Web and Electronic Commerce 6.1.1. Students can apply the basic tools in Internet and Web Commerce	Test and quizzes Students participation in question and answer activity facilitated by teacher Group dynamics	Student and class participation accomplished by professor. Rubrics score grade/ Presentation of Output	a, b, c, d	a, b, c, d, e	Value of participation Value of Hardwork
Lesson 7: Privacy and Security (5 hours)						
7.1 Discuss the Privacy and Security	7.1 Student can discuss the Privacy and Security	Test and quizzes Students participation in question and answer activity facilitated by teacher Group dynamics	Student and class participation accomplished by professor. Rubrics score grade/ Presentation of Output	a, b ,c, d	a, b, c, d, e,	Value of Hard work Unity and teamwork
Lesson 8: ICT Application Society (5 hours)						
8.1 Discuss the ICT Application in Society.	8.1The students can identify the ICT Application in the society	Test and quizzes Students participation in question and answer activity facilitated by teacher Group dynamics	Student and class participation accomplished by professor. Rubrics score grade/Presenta tion of Output	a, b, c ,d	a, b, c, d	Value of Hard work Unity and Teamwork

Topic: Latest trends and Issues in Information Technology (4 hours)						
9.1 Discuss the Latest trends and Issues in information Technology	9.1 The student can discuss the latest trends and issues in information Technology	Test and quizzes Students participation in question and answer activity facilitated by teacher Group dynamics	Student and class participation accomplished by professor. Rubrics score grade/ presentation of Output	a, b, c. d	a, b, c, d	Value of Hard work Unity of Teamwork
Class Project						
Information System Analysis of a Real Company						
Task: Students choose a real company and research how they use information systems to operate, compete, or innovate.						
Deliverable: A written report and short presentation						
Lectures (50 hours)						
Examination (4 hours)						
Total contact hours (54 hours)						

8. Course Evaluation

Course Requirements:

- Compilation of the Individual or group interactive session
- Completion of the project

Grading System:	MIDTERM		FINAL TERM	
	Exam	- 50%	Exam	- 50%
	Quizzes/ In-class Activity/Assignment	- 40%	Quizzes/ In-class Activity/Assignment	- 40%
	Attendance	- 10%	Attendance	- 10%

$$MTG+FTG/2=FG$$

Schedule of Examination:

Midterm exam:	October 16-18, 2024
Final Exam :	December 16-18, 2024
Class End :	December 19, 2024

References:

Text books

Stair, R., Reynolds, G. (2020). Principles of Information Systems, (14th Edition), Cengage Learning.
 Shelly. (2011). Discovering Computers – Fundamentals, 2011 Edition.
 Laudon, K., Laudon, J. (2015). Management Information Systems, Managing a Digital Firm, 12th Edition
 Rainer, R. K., Prince, B., & Cegielski, C.(2020). Introduction to Information Systems (8th Edition), Wiley

Prepared:

IVY LYNN F. MADRIAGA, MIT
 Faculty

Reviewed:

ALEXIS D. APRESTO, DIT
 Program Head, BSIS

Approved:

ELBREN O. ANTONIO, DIT
 Dean, College of Computer Studies