The founding members of APC were distinguished Filipino educators and top IBM executives. Those from the education sector included Dr. Paulino Y. Tan, IT Consultant of SM, Inc. and former Executive Vice President of De La Salle University (DLSU); Prof. Leonida Africa, then Vice President of the Philippine Accrediting Association of Schools, Colleges and Universities (PAASCU) and former Vice President for Academic Programs of DLSU; and, Bro. Andrew Gonzales, former President of DLSU and the Manila Bulletin. Representing IBM Philippines, Inc. were Mr. Virgilio Peña, Chairman and General Manager; Mr. Ramon Dimacali; and, Ms. Anna Roqueza.

SM brought into the venture its competence in facilities development, as well as experience in business and financial management. IBM Philippines, on the other hand, lent its ICT expertise through its extensive courseware base. With their wealth of experience in educational management, the academicians were tasked to manage the school. The aim of APC was simple: to produce highly skilled professionals who can meet the standards of business and industry.

In 1991, APC, as a non-profit, non-stock corporation was formed. In 1993, training programs were offered to employees in various corporations who needed to update their skills and know-how in ICT. In 1994, with a permit from the Commission on Higher Education (CHED), APC accepted its first batch of students into its Computer Science and Information Technology degree program. APC accepted its first batch of Computer Engineering students in 2001.

From 42 students in 1994, APC's enrollment has grown to over 2,000 students. At present, it offers degree programs in Computer Science, Information Technology, Entertainment & Multimedia Computing, Computer Engineering, Electronics and Computer Engineering, Business Administration, Accountancy, Tourism, Marketing, Psychology, and Multimedia Arts.

2.2 Program History

The Bachelor of Science in Information Technology (BSIT) is a four-year trimestral undergraduate degree program that aims to prepare students to solve business, societal and industry problems using IT as a tool. The goal of the program is to gear up students in becoming "information technologists" who can assist individuals, organizations and society, in solving problems using relevant IT tools and techniques.

The program keeps pace with changing technology and related business practice by offering courses in areas such as systems analysis and design, IT services, advance hardware support, mobile and web application development, game development, and several programming languages.

In 1994, with a permit from CHED, APC accepted its first batch of students into its Bachelor of Science in Computer Science and Information Technology (BS-CSIT) degree program. There were three (3) specializations for the program:

a. *Specialization in Systems and Software Engineering (SSE)* – meant to focus on software development

b. *Specialization in Computer Network Engineering (CNE)* – focuses on computer network services

c. *Specialization in Computer Electronic Engineering (CEE)* – focuses on computer and electronic applications synergy, forecasting systems that will involve the use of electronics in systems and computer network development.

In 2004, the CEE specialization was removed because of the offering of the Electronics and Communications Engineering (ECE), thus, only SSE and CNE were retained:

a. *Specialization in Systems and Software Engineering (SSE)*
b. *Specialization in Computer Network Engineering (CNE)*

In 2009, a thorough review of the curriculum took place that aimed to upgrade the courses based on the feedback from industry and trends. The Department of Computer Science and Information Technology to where the IT program belongs then, was renamed to School of Computer Science and Information Technology. The Computer Science and Information Technology program's specializations were also renamed by dropping the word "engineering" so as not to conflict with the growing Computer Engineering course of the School of Engineering. Also, another specialization called IT was added as specialization, focusing on ICT services. Thus, the BS-CSIT specializations then became:

a. *Specialization in Systems and Software (SS)*
b. *Specialization in Computer Networks (CN)*
c. *Specialization in Information Technology (IT)*

In 2011, the CSIT program was finally split into two:

A. Bachelor of Science in Computer Science (BS-CS)

    a. *Specialization in Software and Systems (SS)*
    b. *Specialization in Computer Networks (CN)*

B. Bachelor of Science in Information Technology (BS-IT)

This split was brought about by the need to refocus the offerings into a more specialized industry approach, based on APC's regular consultation with industry partners and CHED at that time. BS Computer Science (BS-CS) is a four-year trimestral degree program that aims to produce Computer Science professionals with specialized computing skills catering to the needs of society, business, and industry.

The BS-CS curriculum highlights system concepts, algorithmic foundations and application of information and computing solutions. The curriculum covers a

wide range of disciplines that include Programming, Systems Analysis and Design, Security and Networking, where students work in state-of-the-art computing laboratories, mentored by highly qualified IT instructors. By completing an industry-based project, students apply and extend their knowledge and understanding by exposing them to work in a professional environment.

Software and Systems Specialization

The BS-CS with specialization in Software and Systems provides a holistic software perspective vital to a successful long-term career in systems analysis, design and systems development.

The Software and Systems specialization aims to educate its students with the appropriate combination of theories, concepts and tools, carried out through the use of suitable methodology, human interaction and interface design, team management, and set of systems management procedures, in a useful setting appropriate for the resolution of real-world problems that are often large in scale and scope.

This specialization teaches students to design and develop an information and knowledge infrastructure that will assist clients who desire to develop policies for management, direction, control, and regulation activities relative to forecasting, planning development, and operation of total systems to maintain system integrity and integration.

Graduates of BS-CS with specialization in Software Systems become Application Specialists, Systems Analysts, Software Developers, Software/ Systems Engineers, Programmers, Database Analysts & Developers, Systems Designers, Quality Assurance Specialists, Test Engineers, IT Architects, Consultants, and Project Managers.

Computer Networks Specialization

The Computer Networks specialization aims to develop its students with the appropriate industry skills standards in application-oriented computing, database, telecommunication and networking applications and administration, and network planning and management.

The Computer Networking Specialists are at the heart of a rapidly growing technology, with the application of their expertise in a diversified scope such as in telecommunications, wireless computer networking, the Internet, and semiconductor chip manufacturing.

The goal of this specialization is to afford the students with in-depth computer science theories and tools, precise programming and analysis, and valuable hands-on training in an environment actualizing real-industry requirements. It aims to provide the students with excellent computer hardware and software skills and an exceptional working knowledge of networking, which will develop their ability to customize varied computer

systems, and be proficient in designing, developing, and administering complex computer networks and infrastructure.

The BS IT program then focused in preparing the students to solve problems using IT as a tool in a progressively interrelated and changing global environment. The program emphasizes the development of critical thinking, problem solving, decision-making, interpersonal and communication skills. The goal of the program is to gear up students as "information technologists", professionals who can assist individuals and organizations, in solving problems using relevant information technology (IT) tools and techniques in our global e-commerce based economy. The objective of this program is to provide students with a unique learning experience where theoretical knowledge, hands-on exercises, teamwork and guided project work make for a holistic education of an individual.

The program keeps pace with changing technology and related business practices by offering courses in areas such as systems analysis and design, IT services, advanced hardware support, web application development, and several programming languages

In 2012, because the department then foresees a proliferation of mobile and game applications, further enhancements were made in the BSIT program, by adding 2 more specializations:

a. Specialization in Mobile and Internet Technology (MI)
b. Specialization in Game Development (GD)

Mobile and Internet Technology Specialization

The aim of this specialization is to produce graduates who have good background in creating IT applications and services for mobile and internet technologies. Mobile technologies include any type of technology that can be used on the move. As the range of mobile technologies grow rapidly, the mobile market has become the driver of new technology and business models for the entire high-tech market, especially as mobile devices become more connected to the Internet and require a rich multimedia experience.

Game Design and Development Specialization

Asia Pacific College builds on its strong game art experience with the School of Multimedia Arts and incorporates this to School of Computer Science and Information Technology's method of iterative prototyping, called “Agile Development.” This course aims to produce IT graduates exposed to the entire game software development lifecycle through Project-Based Learning (PBL) to meet industry's need of game developers as game developments continue to rise due to newer distribution systems and pervasiveness of mobile devices. Using SoCIT's PBL approach, students form teams that collaborate on the game design and development. Students will be exposed to handling various roles throughout the game development lifecycle: a Game Designer who designs gameplay conceiving and

designing the rules and structure of the game, a Game Artist who creates video game art, a Game Programmer who primarily develops video games or related software (e.g game. development tools), a Level Designer who creates levels, challenges or missions for computer and/or video games, Sound Engineers who are responsible for sound effects, voice acting and other sounds, and testers who carry out quality assurance.

In 2013, BS IT program's MI specialization was changed from Mobile and Internet Technology to Mobile and Internet Technologies, to include additional technologies that are being discovered in the industry then. The BS CS program also added one more specialization from its SS and CN specializations, the Security and Digital Forensics:

Incidentally the BSCS program also added **Security and Digital Forensics Specialization**

With the increasing industry demand for qualified digital security experts, Asia Pacific College aims to produce graduates specializing in security and digital forensics built on the School of Computer Science and Information Technology's expertise on computer networking and computer security in the fields of operating systems, hardware network protocols, data structures, programming and scripting languages.

The BSCS – Security and Digital Forensics specialization completely discusses the 3 stages of the digital forensic investigation, from acquisition or imaging of exhibits, analysis, and to reporting evidence found in computers and digital storage media, under specialization topics on forensic sciences: Principles of Investigation, Legal Studies, and Evidence Handling. In 2014 and 2015, the same set of courses and specializations were used. However, elective tracks were regularly reviewed and updated to ensure meeting the requirements of the industry.

Table 1 shows the program enrollment data from school year SY 2011-2012 to SY 2017-2018.

Table 1: Annual Enrollment Data

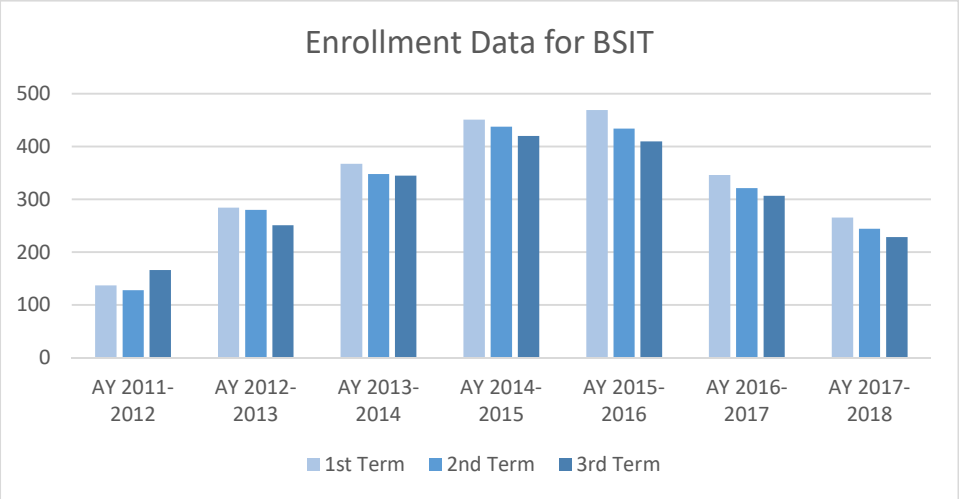
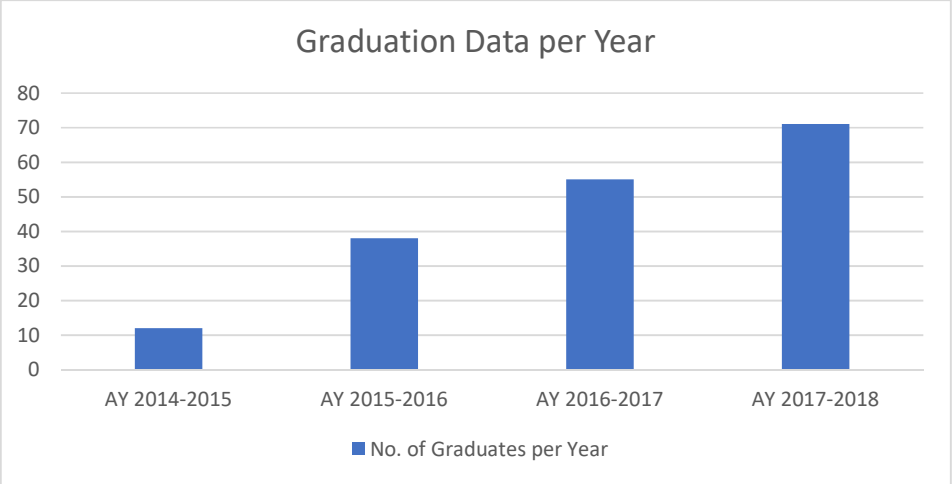
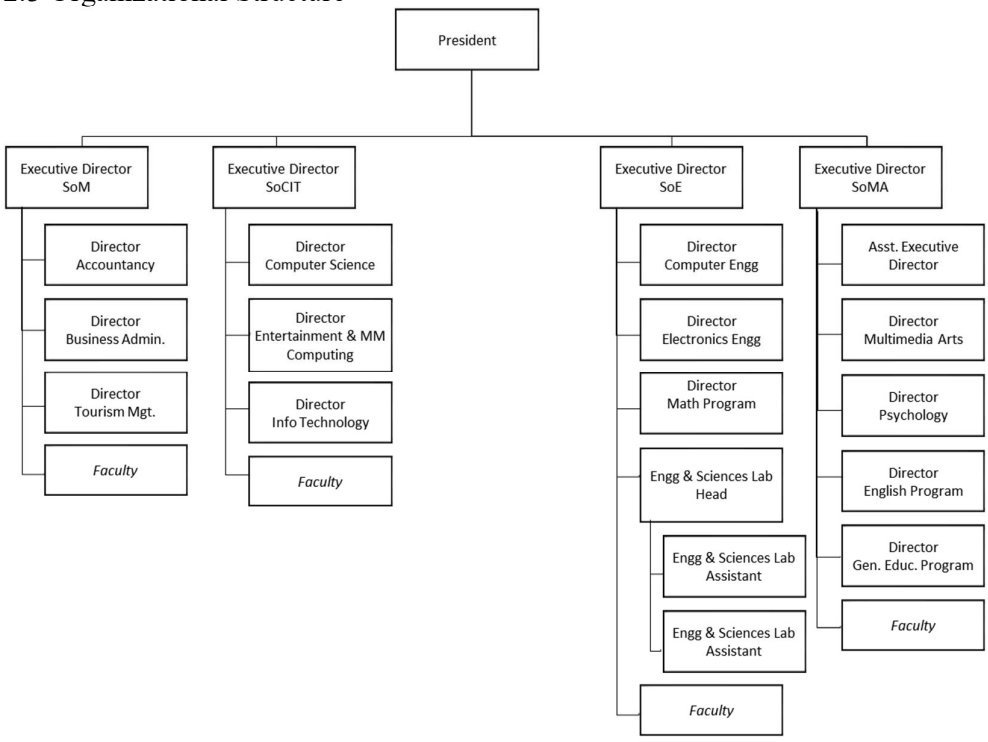


Table 2 shows the program graduation data from school year SY 2014-2015 to SY 2017-2018.

Table 2: Annual Graduation Data



2.3 Organizational Structure



3.) Options

The BS Information Technology Program includes specialization that aims to produce graduates who have good background in creating IT applications and services namely:

- Mobile and Internet Technology (MI)
- Game Design and Development (GD)

4.) Program Delivery Modes

APC follows a trimestral calendar with 13.5 weeks in a term: 1st trimester between 1st week of June to mid of September, 2nd trimester between 3rd week of September to 2nd week of December, and 3rd trimester between 2nd week of January to 3rd week of April. There are no summer classes being offered during school year break.

Classes are scheduled Mon/Thu, Tues/Fri, and Wed/Sat, with first class at 7:30am-9:30am and last class at 5:30pm-7:30pm, depending on the number of credit units per course. Basically, in a lecture-type course, a 1-unit class meets 1 hour and 20 minutes per week; a 2-unit class meets 2 hours and 40 minutes, a 3-unit class meets 4 hours per week, and a 4-unit class meets 5 hours and 20 minutes per week. Class size is limited to 33 students, with for extraordinary cases is stretched to 37 students per class.

Most of the courses are delivered in the classroom for lecture type and laboratory room for the co-requisite laboratory classes. In line with the school's philosophy of "Real Projects. Real Learning," it's typical that all students enrolled in a laboratory class are expected to submit a term project to demonstrate learning. The knowledge and skills of students are enabled in the lecture co-requisites. Students learning is supplemented by Microsoft tools and APC Learning Management System (Moodle). These serve as the venue for their instructional material sharing, outside class exercises, and some modes of direct assessment. The culminating part of student's classroom education is the full 6 months internship (equivalent to 2 trimesters), where they are deployed to a partner industry, to practice their learnings and be immersed in the work culture in the company. During this period, they don't have an academic or course-works enrolled.

5.) Program Location

APC is located at No 3, Humabon Place, Magallanes, Makati, Philippines. Classes are held in APC building and no other classes are held off-campus. There is no student exchange program being adopted, nor cross-enrollment being allowed by the college.

Asia Pacific College Building
3 Humabon Place, Magallanes, Makati City
Telephone: (632) 851-5503 to 05
Facsimile: (632) 853-0535

For those coming from Laguna, Muntinlupa and other places in the South (via SLEX)

Option 1

1. Take a bus that goes to Lawton.
2. Get off at Magallanes.
3. Go up the pedestrian overpass and cross over to the Magallanes side.
4. Take a jeep with signboard "kanan" or "kaliwa."
5. Get off at the Shell Magallanes gas station.

Option 2

1. Take a bus that goes to Cubao.
2. Get off at Mantrade.
3. Walk under the Magallanes bridge to the pedestrian overpass.
4. Cross over to the Magallanes side.
5. On the other side of the overpass, take a jeep with signboards that read "kanan" or "kaliwa."

For those coming from Manila or Pasay (via LRT)

1. Get off at the EDSA station (Pasay Rotonda)
2. Take a jeep with signboard "kanan" or "kaliwa."
3. Get off at the Shell Magallanes gas station.

For those coming from Quezon City, Mandaluyong and other places in the North (via MRT)

1. Get off at the Magallanes station.
2. Walk under the Magallanes bridge to the pedestrian overpass.
3. Cross over to the Magallanes side and take a jeep with signboard "kanan" or "kaliwa."
4. Get off at the Shell Magallanes gas station.

6.) Deficiencies, Weaknesses or Concerns from previous PICAB-CAC evaluation(s) and the actions taken to address them: **NA**

7.) Compliance with CHED Requirements

The information technology program is compliant to all applicable requirements of CHED as articulated in CMO 53 Series of 2006 and CMO 25 Series 2015. The program has government recognition issued May 1999.

Republic of the Philippines
OFFICE OF THE PRESIDENT
COMMISSION ON HIGHER EDUCATION

GOVERNMENT RECOGNITION (GR)
No. 079;
Series of 1999

In accordance with the pertinent provisions of Republic Act (RA) No. 7722, otherwise known as the "Higher Education Act of 1994," and by virtue of Resolution No. R143-99, Series of 1999, of the Commission en banc, this Government Recognition (GR) is hereby granted to **ASIA PACIFIC COLLEGE**, Magallanes Village, Makati City, to conduct and operate the **BACHELOR OF SCIENCE IN COMPUTER SCIENCE AND INFORMATION TECHNOLOGY** Course, effective SY 1998-1999.

This Government Recognition (GR), however, is subject to revocation if the herein grantee fails to operate in accordance with the laws of the Republic of the Philippines and/or fails to maintain the prescribed standards of instruction and/or fails to comply with the rules and regulations pertaining to the organization, administration and supervision of private/public Higher Education Institutions (HEIs) in the Philippines. This Government Recognition (GR) does not extend to any branch of the grantee, whether located in the same place or elsewhere.

Pasig City, Philippines, May 3, 1999.

FOR THE COMMISSION:

ANGEL C. ALCALA
Chairman

Annotated for Bachelor of Science in Information Technology (BSIT) Program
Effective SY 2011-2012
Date: September 20, 2010

(NOT VALID WITHOUT SEAL)

DAP Bldg., San Miguel Avenue, Ortigas Center, Pasig City