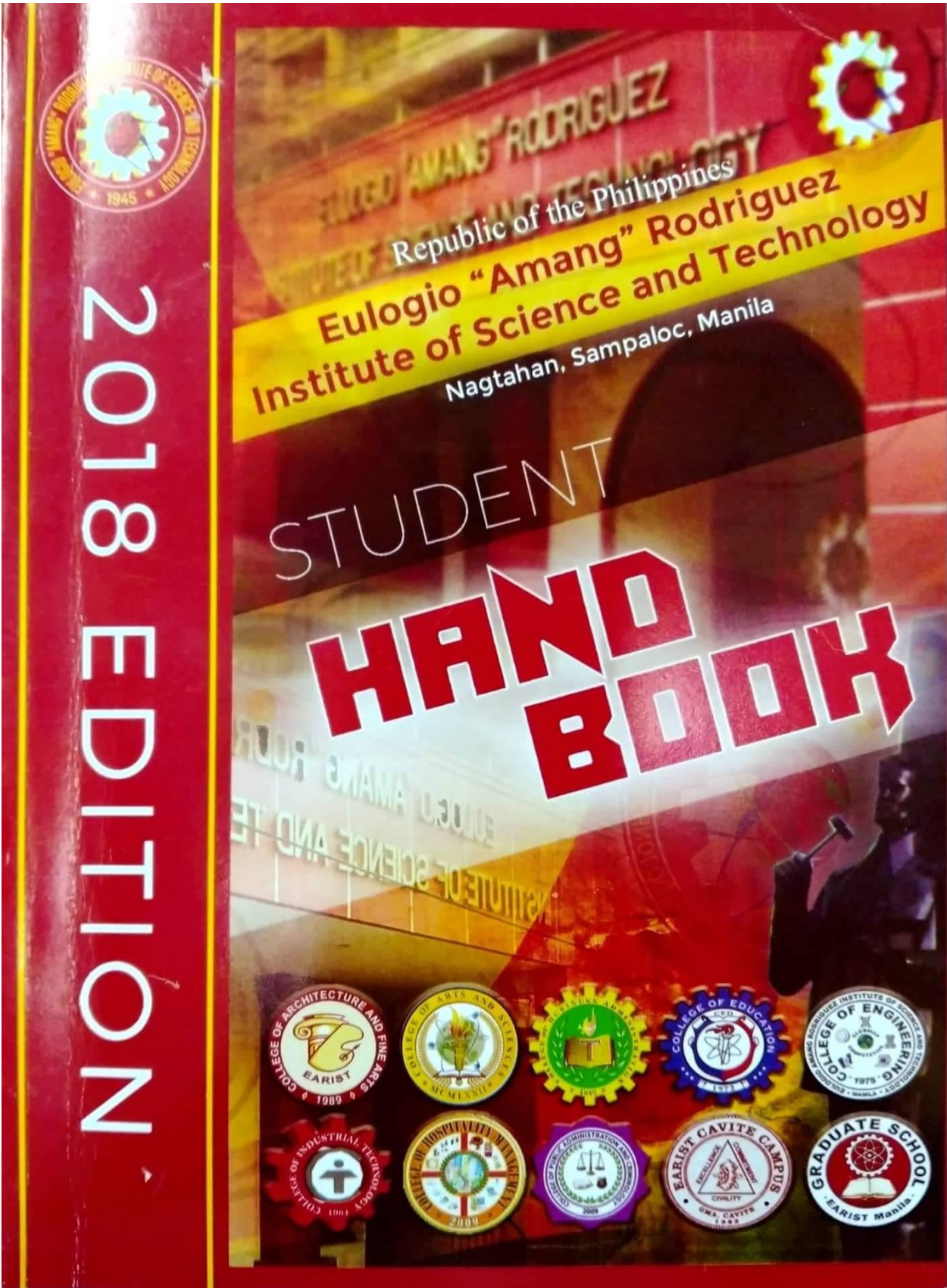


O.1 The VMGO are crafted and duly approved by the BOR/BOT



HISTORY OF EARIST

The Eulogio "Amang" Rodriguez Institute of Science and Technology (EARIST) was established after the liberation of Manila in 1945. EARIST traces back its development from Vocational High School with only a room at the second floor of the Mapa High School, nine teachers, a clerk, and 147 students under Mr. Pantaleon Regala, its principal. Its former name was Eulogio Rodriguez Vocational High School (ERVHS).

On July 1, 1946, EARIST acquired its present site at Nagtahan, Sampaloc, Manila. Mr. Apolinario Apilado was appointed as principal. He was succeeded by Dr. Hilario G. Nudas in 1949.

EARIST's growth and development were made possible via three Republic Acts and Presidential Decree, to wit:

- Republic Act No. 4072 jointly sponsored by Congressman Ramon D. Bagatsing and Salih Ututalum in 1964, authorized the establishment of the Technical Education Department without changing the name of the school. It was headed by a Vocational Director.
- Republic Act No. 5088, sponsored by the late Congressman Sergio Loyola in 1967, authorized the renaming of ERVHS to Eulogio "Amang" Rodriguez Memorial School of Arts and Trades (EARMSAT) and signaled its separation from the Division of City Schools, Manila. It was headed by a Superintendent.
- Republic Act No. 6595, sponsored by Congressman Joaquin R. Roces in 1972, converted EARMSAT to Eulogio "Amang" Rodriguez Institute of Science and Technology (EARIST) with a President as its head. This made EARIST into a full-fledged college and authorized the establishment of vocational-technical school branches in each congressional district of Manila.
- Presidential Decree No. 1524, signed by President Ferdinand E. Marcos on June 11, 1978, converted EARIST into a chartered state college with Board of Trustees as its governing body and Dr. Hilario G. Nudas as its first College President.

Today, EARIST is . . .

- Baccalaureate College
- Comprehensive Teaching and Baccalaureate University LEVEL II
- Graduate Capable HEIs LEVEL III
(Results of the CARNEGIE 2003 Classification Evaluation on the Typology of Philippine Higher Institution)
- Awarded LEVEL II STATUS in the Fourteen (14) Degrees Program
(Accrediting Agency of Chartered Colleges and Universities in the Philippines)
- Rated SUC LEVEL II
(CHED-DBM-PASUC Leveling Evaluation)

MISSION STATEMENTS**VISION**

- EARIST is envisioned to be a center of excellence in trades, business, arts, science, and technology education.

MISSION

- Turn out vocationally, technically, technologically, and scientifically trained graduates who will be economically productive, self-sufficient, effective, responsible and disciplined citizens of the Philippines.

GOAL

- Provide professional, scientific, technological, technical and vocational instruction and training in trades, business, arts, sciences, and technology and other areas specified thereof in Section 2, RA 6595 and Section 6, PD 1524, and for special purposes promote research, advanced studies and progressive leadership in the fields of study.

OBJECTIVES

- Strive for academic excellence in instruction, research, extension, and production through accreditation.
- Provide appropriate and continuing faculty and staff development programs.
- Provide and maintain appropriate technologies, instructional facilities, materials and equipment.
- Produce quality graduates who are globally competitive to man the needs of business and industry.
- Attain university status through Unity, Solidarity, and Teamwork.

EARIST-CAVITE

- I. Graduate Program
 - Doctor in Education
 - Master of Arts in Education
 - Master of Arts in Teaching
 - Master in Business Administration

- II. Post Baccalaureate Program
 - Professional Education / Subjects (18 units)**

- III. Undergraduate Program
 - Bachelor of Science in Industrial Technology
 - Major in: Automotive
 - Electrical
 - Electronics
 - Food Technology
 - Refrigeration & Air-conditioned
 - Drafting Technology

 - Bachelor of Science in Hospitality Management
 - Major in Hotel Management

 - Bachelor of Science in Education
 - Major in Technology and Livelihood Education

 - Bachelor of Science in Computer Science

 - Bachelor of Science in Office Administration
 - Major in Office Management

 - Bachelor of Science in Business Administration

 - Bachelor of Science in Industrial Psychology

 - Bachelor of Science in Criminology

 - Bachelor of Science in Computer Technology



Republic of the Philippines
Eulogio "Amang" Rodriguez
Institute of Science and Technology
Office of Student Affairs and Services

EARIST

STUDENT HANDBOOK 2021

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CURRICULAR OFFERINGS
(Approved Changes in Nomenclature)

MAIN CAMPUS

A. COLLEGE ARCHITECTURE AND FINE ARTS (CAFA)

- Bachelor of Science in Architecture (BS ARCHI.)
- Bachelor of Science in Interior Design (BSID)
- Bachelor of Fine Arts (BFA)
Major in: Painting
Visual Communication

B. COLLEGE OF ARTS AND SCIENCES (CAS)

- Bachelor of Science in Applied Physics with Computer Science Emphasis (BSAP)
- Bachelor of Science in Computer Science (BSCS)
- Bachelor of Science in Information Technology (BS INFO. TECH.)
- Bachelor of Science in Psychology (BSPSYCH)
- Bachelor of Science in Mathematics (BSMATH)

C. COLLEGE OF BUSINESS AND PUBLIC ADMINISTRATION (CBPA)

- Bachelor of Science in Office Administration (BSOA)
- Bachelor of Science in Business Administration
Major in: Marketing Management
Human Resource Management
- Bachelor of Science in Entrepreneurship (BSEntrep)
- Bachelor in Public Administration (BPA)

D. COLLEGE OF EDUCATION (CED)

- Bachelor in Secondary Education (BSE)
Major in: Filipino
Mathematics
Science
- Bachelor of Technology and Livelihood Education (BTLEd)
Major in: Home Economics
Industrial Arts
- Bachelor of Special Needs Education (BSNEd)
- Professional Education / Subjects (TCP) 18 units

E. COLLEGE OF ENGINEERING (CEN)

- Bachelor of Science in Chemical Engineering (BSChE)
- Bachelor of Science in Civil Engineering (BSCE)
- Bachelor of Science in Electrical Engineering (BSEE)
- Bachelor of Science in Electronics and Communication Engineering (BSECE)

- Bachelor of Science in Mechanical Engineering (BSME)
- Bachelor of Science in Computer Engineering (BSCoE)

F. COLLEGE OF HOSPITALITY AND TOURISM MANAGEMENT (CHTM)

- Bachelor of Science in Tourism Management (BST)
- Bachelor of Science in Hospitality Management (BSHM)

G. COLLEGE OF INDUSTRIAL TECHNOLOGY (CIT)

- Bachelor of Science in Industrial Technology (BSIT)
Major in: Automotive Technology
Electrical Technology Electronics Technology Food Technology
Fashion Apparel Technology Industrial Chemistry
Drafting Technology Machine Shop Technology
Refrigeration and Air-conditioning

H. COLLEGE OF CRIMINAL JUSTICE EDUCATION

- Bachelor of Science in Criminology (BSCrim)

I. GRADUATE SCHOOL

- Master of Science in Mathematics
- Master of Arts in Industrial Psychology
- Master in Business Administration
- Master in Public Administration
- Master of Arts in Industrial Education
Major in: Hotel Management
- Master of Arts in Education
Major in: Administration and Supervision
Guidance & Counseling
Special Education
- Master of Arts in Teaching
Major in: Electronics Technology
Mathematics
Science
- Doctor of Philosophy - Industrial Psychology
- Doctor of Education - Educational Management
- Doctor in Business Administration
- Doctor in Public Administration

EARIST-CAVITE CAMPUS

J. Graduate Program


- Doctor in Education
Major in: Educational Management
- Master of Arts in Education
Major in Administration and Supervision
- Master in Business Administration

K. Post Baccalaureate Program


- Professional Education / Subjects (18 units)

L. Undergraduate Program

- Bachelor of Science in Business Administration
Major in Marketing Management
- Bachelor of Science in Computer Science
- Bachelor of Science in Computer Technology
- Bachelor of Science in Criminology
- Bachelor of Science in Hospitality Management
- Bachelor of Science in Office Administration
- Bachelor of Science in Industrial Psychology
- Bachelor of Technology and Livelihood Education
- Bachelor of Science in Industrial Technology
Major in: Automotive
Electrical
Electronics
Food Technology
Drafting Technology



Republic of the Philippines
Eulogio "Amang" Rodriguez Institute of Science & Technology
Cavite Campus
General Mariano Alvarez, Cavite



OUTCOME-BASED TEACHING AND LEARNING (OBTL) PLAN

<div>INSTITUTE PHILOSOPHY</div> <ul style="list-style-type: none">As a state college, Eulogio "Amang" Rodriguez Institute of Science and Technology (EARIST) believes that the education is not an area of knowledge that can be arrogated unto itself by one profession, nor it is a division separate and distinct from the society and the times in which it flourishes. It is a plexus of knowledge and skills applied to the economic, social and moral development of a self-actualized and productive citizenry.	<div>INSTITUTE MISSION</div> <ul style="list-style-type: none">Turn out vocationally, technically, technologically, and scientifically trained graduates who will be economically productive, self-sufficient, effective, responsible, and disciplined citizen of the Philippines.	<div>INSTITUTE VISION</div> <ul style="list-style-type: none">EARIST is envisioned to be a center of excellence in trades, business, arts, science and technology education.	<div>INSTITUTE CORE VALUES</div> <ul style="list-style-type: none">E – ExcellenceA – AccountabilityR – ResourcefulnessI – IntegrityS – ServiceT – Teamwork
<div>COLLEGE GOALS</div> <ul style="list-style-type: none">To develop the students' ability to acquire knowledge and information, think logically; analyze confidently, express oneself creatively with high moral awareness and responsive social responsibility.To encourage students to realize the importance of reaching personal and professional goals through self motivation, individual growth and pursuit of excellence.To foster students' development of lifelong competence and interest to conduct research and investigation on science, technology, economy and industry.To provide avenues for students' involvement in extension and production programs for professional and community development in preparation for employment in their specific career fields.	<div>PROGRAM GOALS</div> <ul style="list-style-type: none">The BS Computer Science Program aims to become globally competent, innovative, and socially and ethically responsible computing professionals engaged in life-long learning endeavors.	<div>PROGRAM INTENDED LEARNING OUTCOMES (PILO)</div> <div>Graduates of BS Computer Science must be able to:</div> <div>(Common to all programs in all types of schools)</div> <ol style="list-style-type: none">articulate the latest developments in their specific field of practice;effectively communicate orally and in writing using both English and Filipino languages;work effectively and independently in multi-disciplinary and multi-cultural teams;demonstrate professional, social, and ethical responsibility, especially in practicing intellectual property rights and sustainable development;preserve and promote "Filipino historical and cultural heritage" (based on RA 7722); <div>(Common to the Computing Studies Disciplines)</div> <ol style="list-style-type: none">analyze complex problems, and identify and define the computing requirements needed to design an appropriate solution;apply computing and other knowledge domains to address real-world problems;design and develop computing solutions using a system-level perspective;utilize modern computing tools; <div>(Specific to BS Computer Science)</div> <ol style="list-style-type: none">apply knowledge of computing fundamentals, knowledge of a computing specialization, and mathematics, science, and domain knowledge appropriate for the computing specialization to the abstraction and conceptualization of computing models from defines problems and requirements;identify, analyze, formulate, research literature, and solve complex computing problems and requirements reaching substantiated conclusions using fundamental principles of mathematics, computing sciences, and relevant domain disciplines;ability to apply mathematical foundations, algorithmic principles and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices;knowledge and understanding of information security issues in relation to the design, development and use of information system;design and evaluate solution for complex computing problems, and design and evaluate systems, components, or processes that meet specified needs with appropriate consideration for public health and safety, cultural, societal, and environmental considerations;create, select, adapt and apply appropriate techniques, resources and modern computing tools to complex computing activities, with an understanding of the limitations to accomplish a common goal;function effectively as an individual and as a member or leader in diverse teams and in multidisciplinary settings;communicate effectively with the computing community and with society at large about complex computing activities by being able to comprehend and write effective reports, design documentation, make effective presentations, and give and understand clear instructions;ability to recognize the legal, social, ethical and professional issues involved in the utilization of computer technology and be guided by the adoption of appropriate professional, ethical, and legal practices.Recognize the need, and have the ability, to engage in independent learning for continual development as computing professional; <div>(Common to a horizontal type as defined in CMO No. 46, s. 2012)</div> <ol style="list-style-type: none">show ability to participate in various types of employment, development activities, and public discourses particularly in response to the needs of the communities one serves; and, <div>(Common to all graduates of State Universities and Colleges as required in RA 7722 otherwise known as Higher Education Act of 1994)</div> <ol style="list-style-type: none">develop competencies to support national, regional and local development plans.	

OBTL Plan in NTROCOMP (Introduction to Computing)

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