



UNIVERSITY of SAN CARLOS
SCIENTIA • VIRTUS • DEVOTIO
SCHOOL OF ENGINEERING

OBTL Form 2
OBTL Design Matrix

Program	Bachelor of Science in Computer Engineering
Course Code	CpE 1101
Course Title	Computer Engineering as a Discipline
Term and AY	First Semester, AY 2024 - 2025

<i>Course Outcome</i>	<i>Assessment Methods</i>	<i>Major Learning Activities</i>	<i>Topics Covered</i>
CO1: Describe the different engineering disciplines through its relevance and contribution to the community.	Summative: Synthesis reports	Classroom/Canvas LMS Activities: <ul style="list-style-type: none">● Online discussion / stream interaction / classroom lecture● Video presentations● Film review/s● Reading assignments● Research reports	Engineering <ul style="list-style-type: none">● What is Engineering?● Branches of Engineering● Contribution of Engineering to society Computer Engineering <ul style="list-style-type: none">● What is Computer Engineering?● CMO 87 s. 2017
CO2: Appreciate the computer engineering discipline based on the various skills and characteristics identified.	Formative: Class exercises / presentation of outputs	Canvas LMS Activities: <ul style="list-style-type: none">● Online discussion / stream interaction / classroom lecture● Class participation through games and presentations● Webinars with Alumni● Online forums with Industry Linkages● Vlogging	<ul style="list-style-type: none">● Skills and Characteristics of a Computer Engineer● Career and Opportunities in Computer Engineering

Reviewed and Approved: _____

Curriculum Committee

Date Approved: _____