



Republic of the Philippines
SOUTHERN LUZON STATE UNIVERSITY
Lucban, Quezon

AN EXCERPT FROM THE MINUTES OF THE COMBINED THIRD (142ND)
AND FOURTH (143RD) QUARTER REGULAR MEETING OF THE
SOUTHERN LUZON STATE UNIVERSITY BOARD OF REGENTS
HELD ON 21 JANUARY 2021, 10:00 A.M. AT THE CONFERENCE ROOM,
ADMINISTRATION BUILDING, LAGUNA STATE POLYTECHNIC UNIVERSITY,
SAN PABLO CITY, LAGUNA

BOARD RESOLUTION NO. 05, Series of 2021

**A RESOLUTION APPROVING THE ENHANCED CURRICULUM OF THE BACHELOR
OF SCIENCE IN COMPUTER ENGINEERING PROGRAM**

WHEREAS, pursuant to CHED Memorandum Order No. 46, s. 2012 entitled "Policy Standards to Enhance Quality Assurance (QA) in Philippine Higher Education," all Higher Education Institutions (HEIs) are mandated to shift their programs to an outcome-based approach;

WHEREAS, the Commission on Higher Education adopted CMO No. 87, s. 2017, entitled "Policies, Standards and Guidelines for Bachelor of Science in Computer Engineering" in recognition of outcomes-based education;

WHEREAS, the College of Engineering enhanced the curriculum of BS Computer Engineering following the above-cited CMO;

WHEREAS, the University Academic Council, by virtue of its Resolution No. 156, s. 2018 endorsed for approval of the Board of Regents the enhanced curriculum of the BS Computer Engineering;

WHEREAS, the Board Academic Committee favorably endorsed to the Board of Regents the enhanced curriculum of the Bachelor of Science in Computer Engineering through BOR Academic Committee Resolution No. 05, s. 2021;

NOW, THEREFORE, BE IT RESOLVED, AS IT IS HEREBY RESOLVED, that upon the recommendation of the Academic Committee, the Board of Regents hereby approved the enhanced curriculum of the Bachelor of Science in Computer Engineering program.

ADOPTED, this 21st day of January 2021 at the Laguna State Polytechnic University, San Pablo City, Laguna.

Certified true and correct:


AURORA L. SUMAGUE
Board Secretary V

Attested:


DORACIE B. ZOLETA-NANTES, PhD
Vice Chair, SLSU Board of Regents and
President, SLSU