

■ Curriculum vs Job Market Alignment Report

■ Executive Summary

This curriculum demonstrates strengths in practical, market-aligned areas like Data Science (98%), Mobile-based Application Development (89%), Business Intelligence (87%), and Cloud-based Application Development (77%). However, foundational theoretical areas are significantly weaker, notably Discrete Structures (20%), Probability and Statistics (12%), and Analysis and Design of Algorithms (18%). This gap hinders students' ability to develop advanced algorithms and rigorously analyze data, limiting their potential in fields like AI and Machine Learning (both scoring below 60%). The curriculum lacks consistent focus on soft skills, project management, and specific industry-standard tools. For example, despite covering web technologies, Agile development methodologies and collaboration platforms like Jira/Trello are absent. Improvement recommendations include: 1. Strengthening foundational math and algorithm courses. 2. Integrating project-based learning incorporating soft skills and modern tools. 3. Aligning AI/ML courses with industry demands by incorporating practical tools and frameworks (e.g., TensorFlow, PyTorch). 4. Implementing specialized tracks to cater to specific career paths (e.g., Data Science, Cybersecurity).

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|------------------------|--|--|-------|----------|-----------------|
| CompF | Computing Fundamentals | analyzing computer systems applying computing principles evaluating ict hardware innovations exhibiting ict software innovations implementing computer security measures mitigating computer viruses researching computing industry trends diagnosing computer security threats evaluating hardware innovations implementing ict software solutions analyzing computer security exhibiting ict innovations identifying computer viruses understanding computer architecture describing virus behavior evaluating software applications explaining computer security identifying hardware components presenting ict innovations | analyzing computer systems applying software development principles implementing security measures analyzing security threats implementing software analyzing security threats developing software applications | 34 | 0.37 | 0.93 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|---|--|--|-------|----------|-----------------|
| Prog1 | Programming Essentials | analyzing requirements debugging programs designing programs developing prototypes implementing programs programming in c testing programs using cisco programming standards applying cisco programming standards developing project prototypes using fundamental programming constructs | analyzing requirements debugging developing prototypes programming in c testing programs using cisco developing prototypes using fundamental models | 70 | 0.73 | 0.97 |
| LITEP | Living in IT Era (for Computing Profession) | analyzing problems communicating technical ideas visually developing structured solutions using flowcharts writing pseudocode communicating ideas visually | problem analysis communicating technical concepts developing data solutions using flowcharts writing code | 76 | 0.83 | 0.92 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|--------------|--|--|-------|----------|-----------------|
| 2D | 2D Animation | animating 2d game objects applying animation principles creating 2d game assets designing 2d animations integrating 2d assets into game engines rigging 2d characters using 2d animation software animating sprites creating game assets optimizing game art animating 2d characters creating game environments designing game assets implementing game object behaviors using animation software creating movement arcs designing game environments designing game objects implementing animation physics preparing 2d assets for game integration | integrating 2d3d assets using 3d modeling software animating optimizing game performance animating designing ui assets implementing game mechanics designing games designing games | 41 | 0.45 | 0.91 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|------------------------|---|---|-------|----------|-----------------|
| Prog2 | Advanced Programming | analyzing requirements applying data structures implementing algorithms testing software using professional development tools using standard libraries writing code in a generalpurpose language applying objectoriented principles using data structures writing code in c++javapython leveraging standard libraries applying programming paradigms debugging programs writing clean code | analyzing requirements using data structures implementing machine learning algorithms testing software using jetpack libraries writing code applying objectoriented principles using data structures applying functional programming debugging writing clean code | 75 | 0.79 | 0.95 |
| Python | Introduction to Python | automating tasks with python controlling program flow defining functions defining variables developing web applications with python handling errors in python manipulating data with python using data types using python defining and calling functions | automating with python writing functions developing web applications handling errors using data structures using python | 56 | 0.60 | 0.94 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|--------------------------------|--|--|-------|----------|-----------------|
| DStruc | Data Structures and Algorithms | analyzing algorithm efficiency applying sets and hashing choosing optimal data structures implementing stacks and queues performing sorting and searching algorithms using trees and graphs applying tree algorithms implementing data structures implementing searching algorithms implementing sorting algorithms performing set operations using hashing techniques using stacks and queues working with graphs applying hashing techniques | applying machine learning algorithms using data structures implementing machine learning algorithms implementing machine learning algorithms using machine learning techniques | 29 | 0.33 | 0.90 |
| SofEng | Software Engineering | designing software gathering requirements modeling with uml performing quality assurance programming applications testing software writing documentation | designing software gathering requirements performing quality assurance testing software writing documentation | 71 | 0.71 | 1.00 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|-------------------------------------|---|---|-------|----------|-----------------|
| Infom2 | Information Management 2 | implementing database security managing database concurrency normalizing databases tuning database performance using nosql databases designing database systems concurrency control database management systems database normalization database security domainspecific database development nosql databases performance tuning | implementing data security normalizing data tuning database performance using nosql databases designing databases database management normalizing data using nosql databases performance tuning | 66 | 0.69 | 0.96 |
| CloudApp | Cloud-based Application Development | deploying cloud applications designing scalable systems developing apis implementing security best practices leveraging cloud services practicing devops principles using cloud platforms building scalable applications implementing cloud security using cloud apis applying devops principles building apis designing cloud applications managing cloud scalability using cloud services | deploying applications designing scalable software developing apis implementing security best practices using cloud services using cloud platforms building scalable applications implementing azure security using cloud message apis building apis designing cloud applications using cloud services | 77 | 0.80 | 0.97 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|--|---|---|-------|----------|-----------------|
| DatMine | Data Mining and Predictive Analytics using R | building predictive models interpreting analytics performing classification performing cluster analysis performing regression using r interpreting analytics output performing classification analysis performing clustering analysis performing regression analysis | building predictive models interpreting data performing data analysis performing regression testing using r interpreting data performing data analysis performing data analysis performing regression testing | 83 | 0.90 | 0.93 |
| OS | Operating System | analyzing os behavior handling memory implementing security measures managing filesystems managing processes managing threads simulating os behavior synchronizing resources analyzing file systems analyzing multiuser environments simulating os behaviors simulating multiuser environments simulating operating systems synchronizing processes | implementing security measures managing files analyzing systems managing operating systems | 26 | 0.29 | 0.93 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|------------------------------|---|---|-------|----------|-----------------|
| WebDev | Web Development Technologies | applying version control building web applications delivering presentations implementing frontend technologies integrating analytics managing backend systems using modern web frameworks writing documentation creating presentations integrating google analytics using css using git using html using javascript using node.js using react developing backend systems developing frontend interfaces integrating analytics tools managing versions with git presenting projects performing rest api interactions writing css writing html | using version control building web applications integrating data managing backend communication using css frameworks writing documentation integrating google sheets using css using git using html using javascript using node.js using react developing backend systems developing frontend interfaces writing css writing html | 68 | 0.71 | 0.97 |
| SAD | Systems Analysis and Design | analyzing information systems applying system development life cycle designing information systems developing information systems prototyping software using case tools using oom tools prototyping systems | analyzing computer systems software development life cycle designing software systems developing information systems prototyping using ocr tools prototyping | 81 | 0.88 | 0.93 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|------------------------|---|---|-------|----------|-----------------|
| GameMath | Applied Math for Games | applying matrices calculating probability coding mathematical equations coding mathematical functions implementing vector algebra modeling game behavior performing statistical analysis simulating game mechanics using analytical geometry applying statistical methods applying vector algebra implementing probability models performing analytical geometry simulating game scenarios using mathematical equations in game development using mathematical functions in game development using matrices | coding coding performing statistical analysis implementing game mechanics applying statistical methods implementing models | 33 | 0.35 | 0.95 |
| MATH3DS | Discrete Structures | applying mathematical logic calculating discrete probabilities constructing proofs designing finite state machines implementing recursion manipulating sets and functions using mathematical induction applying mathematical induction and recursion applying induction and recursion | implementing manipulating dom | 20 | 0.22 | 0.90 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|--|---|--|-------|----------|-----------------|
| ProElec1 | Business Intelligence and Visualization | business intelligence dashboard development data analysis data collection data mining data visualization power bi report generation tableau collecting data creating dashboards creating reports mining data performing data analysis using power bi using tableau visualizing data generating reports | business intelligence dashboard development data analysis data mining data visualization power bi report generation tableau developing dashboards writing reports data mining performing data analysis using power bi using tableau visualizing data generating reports | 87 | 0.89 | 0.99 |
| HCI | Usability, HCI and User Interaction Design | applying hci principles applying usercentered design practices conducting usability testing creating guis evaluating user experience | applying ux principles conducting usability testing creating ui components | 56 | 0.60 | 0.94 |
| InfoAs | Information Assurance and Security | analyzing system vulnerabilities applying cryptography implementing access control managing risks securing web systems managing risk handling information assets ethically handling information assets legally managing security risks | managing risks managing risks managing risks | 32 | 0.33 | 0.98 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|-------------------|---|--|-------|----------|-----------------|
| ProElec3 | Machine Learning | building neural networks deploying machine learning models developing machine learning models evaluating machine learning models implementing support vector machines performing clustering analysis using ensemble models clustering ensemble models machine learning model deployment model evaluation neural networks support vector machines | deploying machine learning models developing machine learning models evaluating models performing data analysis machine learning deploying models evaluating models using neural networks | 54 | 0.57 | 0.96 |
| Techno | Technopreneurship | analyzing business viability conducting product validation developing business plans pitching business models analyzing market needs building financial models pitching business ideas validating productmarket fit creating financial projections developing business models performing market research using presentation software | analyzing business requirements developing business plans analyzing project needs validating data developing business plans conducting market research | 45 | 0.50 | 0.90 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|--------------------------|---|--|-------|----------|-----------------|
| 3D | 3D Animation | creating 3d assets developing virtual environments rigging characters scripting animation sequences using 3d animation software using game engines animating characters developing virtual worlds lighting virtual environments texturing models animating sequences building virtual worlds developing gameready animations scripting animations implementing game mechanics | integrating 3d assets working with virtual environments scripting using 3d modeling software using game engines animating working with virtual environments animating scripting implementing game mechanics | 62 | 0.67 | 0.94 |
| Infom1 | Information Management 1 | creating er diagrams designing databases designing schemas implementing relational databases modeling data writing sql | creating process flow diagrams designing databases designing schemas using relational databases modeling data writing sql | 96 | 1.00 | 0.97 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|-----------------------------------|---|--|-------|----------|-----------------|
| ADA | Analysis and Design of Algorithms | analyzing algorithm performance analyzing algorithm space complexity analyzing algorithm time complexity choosing appropriate algorithms implementing divide and conquer algorithms implementing graph algorithms performing search and sort algorithms applying graph algorithms performing searches and sorts selecting appropriate algorithms | implementing machine learning algorithms applying machine learning algorithms | 18 | 0.20 | 0.91 |
| MATH3C | Analytical Geometry and Calculus | analyzing functions applying analytical geometry applying calculus performing integration solving differential equations using mathematical models calculating limits computing derivatives computing integrals modeling with mathematics solving equations modeling with equations | applying oop performing data integration calculating physics modeling data modeling data | 36 | 0.42 | 0.88 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|--------------------------------------|--|---|-------|----------|-----------------|
| Math4pS | Probability and Statistics | applying probability theory calculating descriptive statistics conducting hypothesis tests performing regression analysis working with probability distributions implementing regression analysis performing hypothesis testing | performing regression testing | 12 | 0.14 | 0.91 |
| MobApp | Mobile-based Application Development | designing user experiences designing user interfaces developing mobile applications integrating data testing mobile applications using android apis using ios apis designing uiux performing mobile testing using device apis using platformspecific apis developing android apps developing ios apps testing mobile apps | personalizing user experiences designing user interfaces developing mobile applications integrating data testing ios applications using android apis ios apis uiux design performing software testing using apis using apis developing android apps developing ios apps | 89 | 0.93 | 0.96 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|-------------------------|---|--|-------|----------|-----------------|
| ProElec4 | Artificial Intelligence | applying ai algorithms building decisionmaking models designing ai systems developing decision support systems implementing search algorithms representing knowledge using analytics tools applying ai in analytics using ai in analytics using ai in decision support | applying machine learning algorithms designing ai systems developing information systems implementing machine learning algorithms using predictive analytics | 45 | 0.50 | 0.92 |
| DatSci | Data Science | big data data analysis data mining data visualization machine learning python applying machine learning managing big data performing data mining using python visualizing data mining data | big data data analysis data mining data visualization machine learning python applying machine learning managing big data performing data discovery using python visualizing data data mining | 98 | 1.00 | 0.99 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|--|--|---|-------|----------|-----------------|
| OOPro | Object-Oriented Programming | applying composition applying inheritance defining classes encapsulating data implementing polymorphism using abstraction using java applying objectoriented programming principles applying polymorphism developing systems using abstraction developing systems using composition implementing data encapsulation using inheritance abstraction composition data encapsulation inheritance java objectoriented programming polymorphism | applying oop encrypting data implementing using java applying objectoriented programming principles applying oop implementing data storage java objectoriented programming | 41 | 0.45 | 0.93 |
| CompOrg | Computer Organization with Microcontroller Programming | interfacing microcontrollers interfacing with electronic components managing memory programming in assembly language programming peripheral devices using inputoutput systems programming microcontrollers working with peripheral devices | memory management programming in assembly using build systems working with linux | 44 | 0.50 | 0.90 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|--|---|--|-------|----------|-----------------|
| Automata | Automata Theory and Formal Languages | analyzing computational theory applying computation and logic to language processing applying formal grammars constructing finite automata designing compilers implementing pushdown automata manipulating contextfree grammars using regular expressions designing finite automata processing languages applying regular expressions using formal grammars working with contextfree grammars | applying natural language processing implementing test automation manipulating dom data processing | 26 | 0.31 | 0.86 |
| CSSAC | CS Trends, Seminars and Certifications | conducting case studies developing prototypes presenting technical concepts pursuing microcertifications researching emerging technologies presenting technical information developing case studies prototyping software | developing prototypes communicating technical concepts evaluating emerging technologies presenting technical information prototyping | 59 | 0.62 | 0.96 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|--------------------------------|---|--|-------|----------|-----------------|
| NETW1 | CCNA: Introduction to Networks | applying subnetting configuring routers configuring switches implementing network security basics implementing tcpip managing vlans troubleshooting networks managing network security using cisco devices applying network security concepts implementing network security using cisco ios | applying tdd configuring cisco routers network security implementation managing vmware troubleshooting networks using cisco applying web security concepts network security implementation using cisco | 70 | 0.75 | 0.94 |

| Course Code | Course Title | Skills Taught | Skills in Market | Score | Coverage | Avg. Similarity |
|-------------|-----------------------|---|---|-------|----------|-----------------|
| ProLan | Programming Languages | analyzing programming language semantics analyzing programming language syntax developing applications implementing functional programming paradigms implementing imperative programming paradigms implementing logic programming paradigms implementing objectoriented programming paradigms managing memory models using control structures developing applications using various programming languages evaluating memory models managing scoping within programming languages managing scoping in programming languages understanding memory models | developing applications applying functional programming principles applying objectoriented programming principles using data structures developing software applications evaluating models | 39 | 0.43 | 0.92 |

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Note on the formula: $score = \text{int}(\text{avg_similarity} * \text{coverage} * 100)$