

Website: www.mscmarinduque.edu.ph



Courses Offered:
Boac Campus:
BS Information Technology
BS Information Systems
(AACCUP, Inc. Reaccredited Level 3)
Santa Cruz Campus:

BACHELOD OF SCIENCE IN INFORMATION TECHNOLOGY. CURRICH HIM MADDING

	BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY - CURRICULUM MAPPING
	I Introduced
	P Practiced with Supervision
Program Ou	tcomes: D Demonstrated
ITPO 01	Apply knowledge of computing, science and mathematics appropriate to the discipline.
ITPO 02	Understand best practices and standards and their applications.
ITPO 03	Analyze complex problems and identify and define the computing requirements to its solutions.
ITPO 04	Identify and analyze user needs and take them into account in the selection, creation, evaluation and administration of computer-based systems.
ITPO 05	Design, implement and evaluate computer-based systems, processes, components, or programs
ITPO 06	Integrate IT-based solutions into the user environment effectively.
ITPO 07	Apply knowledge through the use of current techniques, skills, tools and practices necessary for the IT profession.
ITPO 08	Function effectively as a member or leader of a development team recognizing the different roles within a team to accomplish a common goal.
ITPO 09	Assist in the creation of an effective IT project plan.
ITPO 10	Communicate effectively with the computing community and with society at large about complex computing activities through logical writing,
	presentations and clear instructions.
ITPO 11	Analyze the local and global impact of computing information technology on individuals, organizations, and society.
ITPO 12	Understand professional, ethical, legal, security and social issues and responsibilities in the utilization of information technology.
ITPO 13	Recognize the need for and engage in planning self-learning and improving performance as a foundation for continuing professional development.

COURSE CODE	COURSE TITLE	PRE- REQUISITE	UNITS	PROGRAM OUTCOMES												
				PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PO 13
First Year -	First Year - First Semester															
CC101	Introduction to Computing	None	3	Ι										Ι	I	
GE101	Mathematics in the Modern World	None	3	Ι						I			I			I

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GE102	Understanding the Self	None	3	_							Ι	Ι	Ι	Ι
GE103	Science, Technology and Society	None	3	I						Ι	P	P	P	
GE104	The Contemporary World	None	3								Ι	P	P	Ι
GEE101	Logic and Critical Thinking	None	3	I		I					P			I
GEE102	Filipino 2 (Malyuning Komunikasyon)	None	3								P			I
GEM101	P.E. 1 (Movement Enhancement)	None	3								Ι			I
GEM111	NSTP 1	None	3											
First Year -	Second Semester			_										
CC102	Computer Programming 1	CC101	3	Р		P	P	P		I				
ITP101	Computer Platform Technologies	CC101	3	Р	I					P				
GE105	Purposive Communication	None	3								P	P		P
GE106	Readings in Philippine History	None	3								P	P		P
GE107	Ethics	None	3									P	P	P
GE108	Art Appreciation	None	3							I	I			P
GEE103	Filipino 2 (Panitikan)	GEE102	3								P			P
GEM102	P.E. 2 (Fitness Exercises)	None	3	1							I			I
GEM112	NSTP 2	GEM111	3											
Second Yea	nr - First Semester			_										
CC103	Computer Programming 2	CC102	3	Р		P	I	P	Ι	P				
ITP102	Discrete Mathematics	GE101, GEE101	3	Р		I				P				
ITP103	Multimedia Arts Solutions	CC101	3						P	P	P		P	
ITP104	Intoduction to Human Computer Interaction	CC102	3	Р			I		P	P	P			
ITP105	Networking	ITP101	3	Р		P	P		P	P				
GEM121	Life and Works of Rizal	None	3										P	P
GEM103	P.E. 3 (Individual/Dual Sports)	None	2											P
Second Yea	nr - Second Semester			1										
CC104	Data Structures and Algorithms	CC103	3	Р		P		P		P				

CC106	Application Development and Emerging Technologies	CC103	3	D		D	P	P		P						
ITP106	Social and Professional Issues	CC101	3										P	P	D	P
ITP107	Quantitative Methods	GE101	3	Р		P				P						
ITP108	Computer Graphics Programming	CC!01	3	Р				P	I	I						
ITP109	Integrative Programming and Technologie	CC103	3	D		D	P	P	P	P						
GEM104	P.E. 4 (Team Sports)	None	2								D					Р
Third Year -	First Semester			1												
CC105	Information Management	CC104	3	Р		P		P		P						
ITP110	System Integration and Architecture	ITP105, CC106	3	D			P	D		P		D				
ITP111	System Administration and Maintenance	ITP106	3	D			D		D	D						
ITP112	Methods of Research	Regular 3rd Year	3	D		D							D		D	D
Network, and Data Security Track			3	1												
ITS111	Information Assurance and Security	ITP106	3	D	P					P					D	
ITS112	Internet Technologies	ITP106	3	D						P						
ITS113	Introduction to Ethical Hacking	ITP106	3	D	D					P					P	
Software Develo	ppment Track		3	1												
ITS121	Object-Oriented Programming	CC103	3	D		D	D	D		D						
ITS122	Mobile Application Development	CC103, ITP104	3	D		D	D	D	D	P						
ITS123	Web Programming 1	CC103, ITP104	3	D		D	D	D	D	P						
Graphics Anim	pation Track		3													
ITS131	Script Writing and Story Board Designing	ITP108	3	D					D	P						
ITS132	Principles of 3D Animation	ITP108	3	D					D	Р						
ITS133	Advance 2D Animation	ITP108	3	D					D	P						
Third Year -	Second Semester															
ITP113	IT Project Management	Regular 3rd Year	3	D	D		D			D	D	D			D	

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CAP101	Capstone Project 1	Regular 3rd Year	3	D	D	D	D			D	D	D			D	
ITE101	Elective 1 (Seminars and Field Trips)	None	3	1						D			D			
Network and	Data Security Track		3													
ITS114	Cyber Security Principles	ITS111	3	D	P					P					D	
ITS115	Cryptography	ITS113	3	D		P		P		P		D			P	
Software Deve	lopment Track		3	1												
ITS124	Web Programming 2	ITS123	3	D			D	D		D						
ITS125	Software Engineering 1	Regular 3rd Year	3	D			D	D		D						
Graphics Anim	mation Track		3													
ITS134	Game Programming	ITS132, ITS133	3	D					D	P						
ITS135	Advance 3D Animation	ITS132	3	D					D	P						
Fourth Yea	Fourth Year - First Semester															
CAP102	Capstone Project 2	CAP101	3	D	D	D	D	D		D	D	D			D	
ITE102	Elective 2	None	3	D					D							D
ITE103	Elective 3	None	3	D					D	D						
ITE104	Elective 4	None	3											D	D	D
Network ar	nd Data Security Track		3													
ITS116	Cloud Computing	ITS112	3	D	D					D						
Software D	evelopment Track		3													
ITS126	Software Engineering 2	ITS125	3	D		D	D		D	D						
Graphics A	nimation Track		3													
ITS136	Sound Production	ITS131	3	D					D	D						
Fourth Yea	Fourth Year - Second Semester			-												
		Completed		1												
ITOJT	On-the-Job Training	Academic	3	D	D	D	D	D	D	D	D	D	D	D	D	D
,	3 0	Requirements														