CERTIFICATION

TO WHOM IT MAY CONCERN:

This is to certify that the herein curriculum for the **Bachelor of Science in Information Technology** program of the **Pangasinan State University-Urdaneta City Campus,** Urdaneta, Pangasinan is in accordance with the minimum requirements per CHED Memorandum Order No. 25, s. 2015 entitled *"Revised Policies, Standards and Guidelines for Bachelor of Science in Computer Science (BSCS), Bachelor of Science in Information Systems (BSIS), and Bachelor of Science in Information Technology (BSIT) Programs."*

This is to certify further that said curriculum has been marked **"contents noted"** by this Office, effective School Year 2018-2019 and shall be applicable to incoming first year students of said school year. Should there be any change/s in the said curriculum in the future, it is requested that this Office be informed accordingly.

Issued this 20th day of July, 2018 at CHEDROI, City of San Fernando, La Union.

CHERRIE MELANIE ANCHETA-DIEGO, CESO III
Director IV

Not valid
without seal

COMMISSION ON HIGHER EDUCATION
Regional Office I
Government Center, Sevilla, City of San Fernando, La Union

RELEASED

JUL 19 2018

By:_____

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Pangasinan State University
Region's Premier University of Choice

BS INFORMATION TECHNOLOGY
COMMISSION ON HIGHER EDUCATION
Regional Office 1
Government Center, Sevilla, City of San Fernando, La Union

Republic of the Philippines
PANGASINAN STATE UNIVERSITY

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY (BSIT)

PROGRAM DESCRIPTION

The BS Information Technology program includes the study of the utilization of both hardware and software technologies involving planning, installing, customizing, operating, managing and administering and maintaining information technology infrastructure that provides computing solutions to address the needs of an organization.

The program prepares graduates to address various user needs involving the selection, development, application, integration and management of computing technologies within an organization.

PROGRAM GOALS
Institutional Outcomes

The intent of the Information Technology program is to produce graduates who are able to meet the demands of IT professionals in the industry, both local and national arena and in the ASEAN region. It has the following objectives:

1) Undertake projects that show ability to solve complex problems and to work in teams on problem whose solutions lead to significant societal benefits.
2) Communicate effectively with diverse stakeholders as well as function appropriately in a team environment.
3) Demonstrate ethical behavior as an IT professional and sensitivity to the impact of technology and society.
4) Engage in lifelong learning and professional development.

VISION

To become an ASEAN premier state university in 2020.

MISSION

The Pangasinan State University, through instruction, research, extension and production commits to develop highly principled morally upright, innovative and globally competent individuals capable of meeting the needs of industry, public service and civil society.

The Pangasinan State University Institutional Learning Outcomes (PSU ILO) are the qualities that PSUnians must possess. These outcomes are anchored on the core values- ACCESS.

Accountability and Transparency

Credibility and Integrity

Competence and Commitment to Achieve

Excellence in Service Delivery

Social and Environmental Responsiveness

Spirituality

Anchored on these core values, the PSU graduates are able to:

1. Demonstrate abilities of and competencies acquired from their programs that are reflective of transparency, equity, participatory decision making, and accountability;

2. Engage in relevant, comprehensive and sustainable development initiatives based on multiple perspectives that build professional credibility and integrity.

3. Respond to challenging goals and tasks with determination and sense of urgency

4. Produce quality outputs leading to inclusive growth and continuous improvement

July 20, 2018   CONTENTS NOTED   **DR. CHERRIE MELANIE ANCHETA-DIEGO, CESO III**
Director IV
BR No. 45, s. 1998, BR No. 29, s. 2002, BR No. No. 22, s. 1998, BR No. No. 30, s. 2001,
BR No. 45, s. 2011

5. Engage in life-long learning for a more dynamic advancement of professional skills and competencies.

6. Meet the industry needs and requirements of local and international human capital market through relevant and comprehensive programs.

7. Manifest social and environmental responsiveness to elevate the welfare of the multi-sectoral communities and.

8. Practice spiritual values and morally upright behavior to promote and dignified public image.

BS INFORMATION TECHNOLOGY PROGRAM OUTCOMES

Graduate Attributes	Graduate Outcomes Code	Graduate Outcomes	Performance Indicators
Knowledge for solving computing problems	IT1	Apply knowledge of computing, science, and mathematics appropriate to the discipline	1) Identify or determine the techniques, tools, methodologies to be used given a particular scenario that involves computing, science, and mathematics 2) Compare different tools, techniques, methodologies as to their pros and cons that will help in decision making
	IT2	Distinguish best practices and standards and their applications	1) Identify the characteristics that conforms to standards and their best practices 2) Compare and contrast tools and methodologies in terms of best practices, standard and their application
Problem analysis	IT3	Analyze complex problems, and identify and define the computing requirements appropriate to its solution	1) Analyze complex problems 2) Identify and define the complexity requirements appropriate to its solution
	IT4	Identify and analyze user needs and take them into account in the selection, creation, evaluation and administration of computer-based	1) Analyze the user's needs and take them into account in the selection, creation, evaluation and administration of computer-based systems. 2) Identify the user's requirements and take them into account in the selection, creation, evaluation and administration of computer-based systems.

		systems	
Design, development of solutions	IT5	Design, implement, and evaluate computer-based systems, processes, components, or programs to meet desired needs and requirements under various constraints	1) Translate specification into a design 2) Design software to meet desired needs under various constraint 3) Design a database to meet desired needs for storing data under various constraints 4) Design networks to meet desired needs for sharing information under various constraints 5) Design a hardware infrastructure to meet desired processing needs under various constraints 6) Implement a network to meet desired needs for sharing information under various constraint 7) Implement database to meet desired needs for storing data under various constraint 8) Implement a software/progrms to meet desired needs for task under various constraints 9) Evaluate software/progrms on its functionality and level of satisfying user requirements for task under various constraint 10) Evaluate an existing network for its level of satisfying user requirements for under various constraint
	IT6	Integrate IT-based solutions into the user environment effectively	1) Implement a network to meet desired needs for sharing information under various constraint 2) Implement database to meet desired needs for storing data under various constraint 3) Implement a software to meet desired needs for task under various constraints 4) Evaluate software on its functionality and level of satisfying user requirements for task under various constraint 5) Evaluate an existing network for its level of satisfying user requirements for under various constraint
Modern Tool Usage	IT7	Apply knowledge through the use of current techniques, skills, tools and practices necessary for the IT profession	1) Evaluate techniques, methodologies, standards/frameworks and tools for its appropriateness considering its advantages and limitations. 2) Select, use and adapt appropriate techniques, methodologies, standards/frameworks and tools

Individual and Team Work	IT8	Function effectively as a member or leader of a development team recognizing the different roles within a team to accomplish a common goal	Team member: 1) Independently source necessary knowledge, assistance, skills and resources to complete tasks. 2) Performs tasks effectively to accomplish a common goal Leader of a team: 3) Set proper goals and timeline of activities to complete team objectives 4) Allocate task according to team member capabilities 5) Monitor task completion and performance of team member 6) Provide expertise, assistance and support to team members to achieve of team goals 7) Resolve and reduce conflicts within the team
	IT9	Assist in the creation of an effective IT project plan	1) Perform task in the creation of an effective IT project plan 2) Create an effective IT project plan
Communication	IT10	Communicate effectively with the computing community and with society at large about complex computing activities through logical writing, presentations, and clear instructions	1) Interview clients to gather background information, situation, existing concerns and issues necessary to frame and achieve common understanding of problems to be addressed by computing solutions 2) Write effective reports and documentations about the results of performing specific computing and professional tasks 3) Write documentations (including design documentations) completely and comprehensively, with appropriate tone, correct grammar and construction, adapting to documentation standards, to communicate ideas, choices, assumptions, and consequences of decisions 4) Develop effective presentation material that will enhance understanding of ideas being communicated 5) Deliver presentations effectively and efficiently to various audience (computing community, society at large, and users) using English and Filipino as needed, with appropriate tone, correct grammar and construction

July 20, 2018   CONTENTS NOTED   DR. CHERRIE MELANIE ANCHETA-DIEGO, CESO III
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                                BR No. 45, s. 1998, BR No. 29, s. 2002, BR No. No. 22, s. 1998, BR No. No. 30, s. 2001,
                                BR No. 45, s. 2011

			6) Choose appropriate language suitable to the audience and respectful to the audience background and culture 7) Provide clear instructions to team members
Computing Professionalism and Social Responsibility	IT11	Analyze the local and global impact of computing and information technology on individuals, organizations, and society	1) Analyze the local impact of computing and information technology on individuals, organizations, and society 2) Analyze the global impact of computing and information technology on individuals, organizations, and society 3) Make design and implementation decision considering the impact of IT on individuals, organizations, and society 4) Provide /conceptualize solutions to domain where IT is needed 5) Evaluate the impact of this solutions to individuals, organizations, and society
	IT12	Understand professional, ethical, legal, security and social issues and responsibilities in the utilization of information technology	1) Make decisions considering professional, ethical, legal, security and social issues and responsibilities in the utilization of information technology 2) Assess professional, ethical, legal, security and social issues and responsibilities in the utilization of information technology
Life-Long Learning	IT13	Recognize the need for and engage in planning self-learning and improving performance as a foundation for continuing professional development	1) Reflect on own abilities and skills to determine necessary development needs to reach level of expectations and aspirations as a computing professional 2) Prepare a personal development plan for continuing professional development 3) Engage independently in developmental activities (like participating in professional organizations, attendance to seminars and training) as a result of recognizing the need to further and continuously develop one's competencies as a computing professional 4) Evaluate achievements and deficiencies against own's personal development plan

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY
Major in Web and Mobile Technologies
SY 2018-2019

COURSE NO.	COURSE TITLE	Hours			PRE-REQUISITE
		LEC	LAB	UNITS	
FIRST YEAR					
FIRST SEMESTER					
CC 101	Introduction to Computing	2	3	3	None
CC 102	Fundamentals of Programming	2	3	3	None
GE 1	Understanding the Self	3	0	3	None
GE 2	Purposive Communication	3	0	3	None
GE 3	Mathematics in the Modern World	3	0	3	None
GE 4	The Contemporary World	3	0	3	None
NSTP 101	National Service Training Program 1	3	0	3	None
PE 101	Physical Activity Towards Health and Fitness 1	2	0	2	None
		21	6	23	
SECOND SEMESTER					
CC 103	Intermediate Programming	2	3	3	CC 102
CO 101	Computer Organization	2	3	3	CC 101
MS 101	Discrete Mathematics	3	0	3	GE 3
GE 5	Readings in Phil History	3	0	3	None
GE 6	Life and Works of Rizal	3	0	3	None
GE 7	Arts Appreciation	3	0	3	None
NSTP 102	National Service Training Program 2	3	0	3	NSTP 101
PE102	Physical Activity Towards Health and Fitness 2	2	0	2	PE 101
		21	6	23	

LIST OF IT ELECTIVES		
Elec1	Web Systems and Technologies 2	2/1
Elec2	Mobile Application Development 2	2/1
Elec3	Special Topics on Web and Mobile 1	2/1
Elec4	Special Topics on Web and Mobile 2	2/1

SECOND YEAR				
FIRST SEMESTER				
CC 104	Data Structures and Algorithms	2	3	3	CC 103
HCI 101	Human Computer Interaction 1	2	3	3	CC 102
OOP 101	Object Oriented Programming	2	3	3	CC 103
Fil 1	Kontekstwalisadong Komunikasyon sa Filipino	2	3	3	None
Lit 1	Society and Literature	3	0	3	None
GE 8	Science, Technology and Society	3	0	3	None
GE 9	Ethics	3	0	3	None
PE 103	Physical Activity Towards Health and Fitness 3	2	0	2	PE 102
		19	12	23	
SECOND SEMESTER				
CC 105	Information Management 1 (Fund. Of Database)	2	3	3	CC 104
SAD 101	System Analysis and Design	3	0	3	OOP 101
HCI 102	Human Computer Interaction 2	2	3	3	HCI 101
NET 101	Networking 1 (Fundamentals of Networking)	2	3	3	CO 101
WD 101	Web Development	2	3	3	CC 104
MT 101	Multimedia Technologies	2	3	3	CC 104
Fil 2	Filipino sa Iba't Ibang Disiplina	3	0	3	None
PE 104	Physical Activity Towards Health and Fitness 4	2	0	2	PE 103
		16	12	23	
SUMMER TERM				
IM 102	Information Management 2 (Advance Database Systems)	2	3	3	CC 105
Lit 2	Global Currents and World Literature	3	0	3	None
		5	3	6	

THIRD YEAR					
FIRST SEMESTER					
CC 106	Application Development and Emerging Technologies	2	3	3	IM 102 & SAD 101
NET 102	Networking 2 (Advance Networking)	2	3	3	NET 101
MS 102	Quantitative Methods	3	0	3	MS 101
OS 101	Operating Systems Application	2	3	3	CO 101
SP 101	Social and Professional Issues	3	0	3	CC 101
WS 101	Web Systems and Technologies 1	2	3	3	IM 102
MD 101	Mobile Application Development 1	2	3	3	IM 102
		16	15	21	
SECOND SEMESTER					
IAS 101	Information Assurance and Security 1	2	3	3	CC 106
IPT 101	Integrative Programming and Technologies	2	3	3	CC 106
TECH 101	Technopreneurship	3	0	3	WS 101
Elec1	Elective 1 (Web Systems and Technologies 2)	2	3	3	WS 101
Elec2	Elective 2 (Mobile Application Development 2)	2	3	3	MD 101
CAP 101	Capstone Project 1	3	0	3	CC 106
		14	12	18	
FOURTH YEAR					
FIRST SEMESTER					
SA 101	System Administration and Maintenance	2	3	3	IAS 101
SIA 101	Systems Integration and Architecture	2	3	3	IPT 101
IAS 102	Information Assurance and Security 2	2	3	3	IAS 101
Elec3	Elective 3 (Special Topics on Web and Mobile 1)	2	3	3	Elec1
Elec4	Elective 4 (Special Topics on Web and Mobile 2)	2	3	3	Elec1
CAP 102	Capstone Project 2	3	0	3	CAP 101
		13	15	18	

SECOND SEMESTER

Intern 101	Internship (OJT/Practicum)	0		6	4th year standing (finished all academic requirements prior to Internship)
		0		6	

TOTAL UNITS: 161

2018 BS Information Technology CURRICULUM (Web/Mobile Devt)

COURSE NO.	COURSE TITLE	HOURS		
		LEC	LAB	UNITS
GENERAL EDUCATION				
Fil 1	Kontekstwalisadong Komunikasyon sa Filipino	3	0	3
Fil 2	Filipino sa Iba't Ibang Disiplina	3	0	3
Lit 1	Society and Literature	3	0	3
Lit 2	Global Currents and World Literature	3	0	3
GE 2	Purposive Communication	3	0	3
GE 7	Art Appreciation	3	0	3
GE 3	Mathematics in the Modern World	3	0	3
GE 9	Ethics	3	0	3
GE 1	Understanding the Self	3	0	3
GE 6	Life and Works of Rizal	3	0	3
GE 8	Science, Technology & Society	3	0	3
GE 5	Readings in Philippine History	3	0	3
GE 4	The Contemporary World	3	0	3
GElective3	Personality Devt for Workplace Success	3	0	3
TOTAL		42	0	42

NSTP/PE				
NSTP 101	National Service Training Program 1	3	0	3
NSTP 102	National Service Training Program 2	3	0	3
PE 101	Physical Activity Towards Health and Fitness 1	2	0	2
PE 102	Physical Activity Towards Health and Fitness 2	2	0	2

PE 103	Physical Activity Towards Health and Fitness 3	2	0	2
PE 104	Physical Activity Towards Health and Fitness 4	2	0	2
TOTAL		14	0	14

Common Core Courses				
CC 101	Introduction to Computing	2	3	3
CC 102	Fundamentals of Programming	2	3	3
CC 103	Intermediate Programming	2	3	3
CC 104	Data Structures and Algorithms	2	3	3
CC 105	Information Management 1	2	3	3
CC 106	Applications Development and Emerging Technologies	2	3	3
TOTAL		12	18	18

Professional Courses				
CAP 101	Capstone Project 1	3	0	3
CAP102	Capstone Project 2	3	0	3
MS 101	Discrete Structures 1	3	0	3
HCI 101	Human Computer Interaction 1	2	3	3
IAS 101	Information Assurance and Security 1	2	3	3
IAS 102	Information Assurance and Security 2	2	3	3
IM 101	Information Management 2	2	3	3
IPT 101	Integrative Programming and Technologies	2	3	3
NET 101	Networking 1	2	3	3
NET102	Networking 2	2	3	3
Intern 101	OJT	6	0	6
MS 102	Quantitative Methods	3	0	3
SP 101	Social and Professional Issues	3	0	3
SA 101	Systems Administration and Maintennce	2	3	3
SIA 101	Systems Integration and Architecture	2	3	3
		39	27	48

July 20, 2018   CONTENTS NOTED   DR. CHERRIE MELANIE ANCHETA-DIEGO, CESO III
                                                                 Director IV

CO 101	Computer Organization	2	3	3
OOP 101	Object Oriented Programing	2	3	3
WD 101	Web Development	2	3	3
SAD 101	System Analysis and Design	2	3	3
HCI 102	Human Interaction to Computer 2	2	3	3
MT 101	Multimedia Technologies	2	3	3
OS 101	Operating Systems Appliction	2	3	3
WS 101	Web Systems and Technologies 1	2	3	3
MD 101	Mobile Application Development 1	2	3	3
TECH 101	Technopreneurship	3	0	3
		20	27	30
Professional Electives (12 units)				
ITElec1	IT Elective 1	2	3	3
ITElec2	IT Elective 2	2	3	3
ITElec3	IT Elective 3	2	3	3
ITElec4	IT Elective 4	2	3	3
		8	12	12

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BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY
Major in Data Analytics
SY 2018-2019

COURSE NO.	COURSE TITLE	Hours			PRE-REQUISITE
		LEC	LAB	UNITS	
FIRST YEAR					
FIRST SEMESTER					
CC 101	Introduction to Computing	2	3	3	None
CC 102	Fundamentals of Programming	2	3	3	None
GE 1	Understanding the Self	3	0	3	None
GE 2	Purposive Communication	3	0	3	None
GE 3	Mathemactics in the Modern World	3	0	3	None
GE 4	The Contemporary World	3	0	3	None
NSTP 101	National Service Training Program 1	3	0	3	None
PE 101	Physical Activity Towards Health and Fitness 1	2	0	2	None
		21	6	23	
SECOND SEMESTER					
CC 103	Intermediate Programming	2	3	3	CC 102
CO 101	Computer Organization	2	3	3	CC 101
MS 101	Discrete Mathematics	3	0	3	GE 3
GE 5	Readings in Phil History	3	0	3	None
GE 6	Life and Works of Rizal	3	0	3	None
GE 7	Arts Appreciation	3	0	3	None
NSTP 102	National Service Training Program 2	3	0	3	NSTP 101
PE 102	Physical Activity Towards Health and Fitness 2	2	0	2	PE 101
		21	6	23	

July 20, 2018   **CONTENTS NOTED**   **DR. CHERRIE MELANIE ANCHETA-DIEGO, CESO III**
Director IV

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Regional Office I
City of San Fernando, La Union

SECOND YEAR					
FIRST SEMESTER					
CC 104	Data Structures and Algorithms	2	3	3	CC 103
HCI 101	Human Computer Interaction 1	2	3	3	CC 102
OOP 101	Object Oriented Programming	2	3	3	CC 103
Fil 1	Kontekswalisadong Komunikasyon sa Filipino	2	3	3	CC 103
Lit 1	Philippine Literature	3	0	3	None
GE 8	Science, Technology and Society	3	0	3	None
GE 9	Ethics	3	0	3	None
PE 103	Physical Activity Towards Health and Fitness 3	2	0	2	PE 102
		19	12	23	
SECOND SEMESTER					
CC 105	Information Management 1 (Fund. Of Database)	2	3	3	CC 104
SAD 101	System Analysis and Design	3	0	3	OOP 101
HCI 102	Human Computer Interaction 2	2	3	3	HCI 101
NET 101	Networking 1 (Fundamentals of Networking)	2	3	3	CO 101
WD 101	Web Development	2	3	3	CC 104
MT 101	Multimedia Technologies	2	3	3	CC 104
Fil 2	Filipino sa Iba't Ibang Disiplina	3	0	3	None
PE 104	Physical Activity Towards Health and Fitness 4	2	0	2	PE 103
		16	12	23	
SUMMER TERM					
IM 102	Information Management 2 (Advance Database Systems)	2	3	3	CC 105
Lit 2	World Literature	3	0	3	None
		5	3	6	

July 20, 2018   CONTENTS NOTED   DR. CHERRIE MELANIE ANCHETA-DIEGO, CESO III
Director IV

THIRD YEAR

FIRST SEMESTER					
CC 106	Application Development and Emerging Technologies	2	3	3	IM 102 & SAD 101
NET 102	Networking 2 (Advance Networking)	2	3	3	NET 101
MS 102	Quantitative Methods	3	0	3	MS 101
OS 101	Operating Systems Application	2	3	3	CO 101
SP 101	Social and Professional Issues	2	3	3	CC 101
DW 101	Data Warehousing 1	3	0	3	IM 102
DM 101	Data Mining 1	2	3	3	IM 102
		16	15	21	
SECOND SEMESTER					
IAS 101	Information Assurance and Security 1	2	3	3	CC 106
IPT 101	Integrative Programming and Technologies	2	3	3	WS 101
TECH 101	Technopreneurship	3	0	3	IM 102
Elec1	Elective 1 (Data Warehousing 2)	2	3	3	DW 101
Elec2	Elective 2 (Data Mining 2)	2	3	3	DM 101
CAP 101	Capstone Project 1	3	0	3	MS 102
		14	12	18	

FOURTH YEAR

FIRST SEMESTER					
SA 101	System Administration and Maintenance	2	3	3	IAS 101
SIA 101	Systems Integration and Architecture	2	3	3	IPT 101
IAS 102	Information Assurance and Security 2	2	3	3	IAS 101
Elec3	Elective 3 (Special Topics on Data Analytics 1)	2	3	3	MS 102
Elec4	Elective 4 (Special Topics on Data Analytics 2)	2	3	3	MS 102
CAP 102	Capstone Project 2	3	0	3	CAP 101
		13	15	18	

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SECOND SEMESTER					
Intern 101	Internship (OJT/Practicum)	0		6	4th year standing (finished all academic requirements prior to Internship)
		0		6	

TOTAL UNITS: 161

LIST OF IT ELECTIVES		
Elec1	Data Warehousing 2	2/1
Elec2	Data Mining 2 (Advance Data Mining)	2/1
Elec3	Special Topics on Data Analytics 1	2/1
Elec4	Special Topics on Data Analytics 2	2/1

2018 BS Information Technology CURRICULUM (Data Analytics Track)				
COURSE NO.	COURSE TITLE	HOURS		
		LEC	LAB	UNITS
GENERAL EDUCATION				
Fil 1	Kontekstwalisadong Komunikasyon sa Filipino	3	0	3
Fil 2	Filipino sa Iba't Ibang Disiplina	3	0	3
Lit 1	Society and Literature	3	0	3
Lit 2	Global Currents and World Literature	3	0	3
GE 2	Purposive Communication	3	0	3
GE 7	Art Appreciation	3	0	3
GE 3	Mathematics in the Modern World	3	0	3
GE 9	Ethics	3	0	3
GE 1	Understanding the Self	3	0	3
GE 6	Life and Works of Rizal	3	0	3
GE 8	Science, Technology & Society	3	0	3
GE 5	Readings in Philippine History	3	0	3
GE 4	The Contemporary World	3	0	3
GElective3	Personality Devt for Workplace Success	3	0	3
TOTAL		**42**	**0**	**42**
NSTP/PE				
NSTP 101	National Service Training Program 1	3	0	3
NSTP 102	National Service Training Program 2	3	0	3
PE 101	Physical Activity Towards Health and Fitness 1	2	0	2
PE 102	Physical Activity Towards Health and Fitness 2	2	0	2
PE 103	Physical Activity Towards Health and Fitness 3	2	0	2

July 20, 2018   **CONTENTS NOTED**   **DR. CHERRIE MELANIE ANCHETA-DIEGO, CESO III**
Director IV

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PE 104	Physical Activity Towards Health and Fitness 4	2	0	2
TOTAL		**14**	**0**	**14**

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Regional Office I
City of San Fernando, La Union

Common Core Courses				
CC 101	Introduction to Computing	3	0	3
CC 102	Fundamentals of Programming	2	3	3
CC 103	Intermediate Programming	2	3	3
CC 104	Data Structures and Algorithms	2	3	3
CC 105	Information Management 1	2	3	3
CC 106	Applications Development and Emerging Technologies	2	3	3
TOTAL		**13**	**15**	**18**
Professional Courses				
CAP 101	Capstone Project 1	3	0	3
CAP102	Capstone Project 2	3	0	3
MS 101	Discrete Structures 1	3	0	3
HCI 101	Human Computer Interaction 1	3	0	3
IAS 101	Information Assurance and Security 1	2	3	3
IAS 102	Information Assurance and Security 2	2	3	3
IM 101	Information Management 2	2	3	3
IPT 101	Integrative Programming and Technologies	2	3	3
NET 101	Networking 1	2	3	3
NET102	Networking 2	2	3	3
Intern 101	Internship/OJT	6	0	6
MS 102	Quantitative Methods	3	0	3
SP 101	Social and Professional Issues	3	0	3
SA 101	Systems Administration and Maintenance	2	3	3
SIA 101	Systems Integration and Architecture	2	3	3
		40	**24**	**48**

Additional Professional Courses from GE				
CO 101	Computer Organization	2	3	3
OOP 101	Object Oriented Programing	2	3	3
WD 101	Web Development	2	3	3
SAD 101	System Analysis and Design	2	3	3
HCI 102	Human Interaction to Computer 2	2	3	3
MT 101	Multimedia Technologies	2	3	3
OS 101	Operating System application	2	3	3
DW 101	Data Warehousing 1	3	0	3
DM 101	Data Mining 1	2	3	3
Tech 101	Technopreneurship	3		3
		21	**24**	**30**

July 20, 2018   **CONTENTS NOTED**   DR. CHERRIE MELANIE ANCHETA-DIEGO, CESO III
Director IV

Professional Electives (9 units)				
ITElec1	IT Elective 1	2	3	3
ITElec2	IT Elective 2	2	3	3
ITElec3	IT Elective 3	2	3	3
ITElec4	IT Elective 4	2	3	3
		8	12	12

TOTAL UNITS: 161

Bachelor of Science in Information Technology Major in Web and Mobile Technologies
CURRICULUM MAPPING

1 BS INFORMATION TECHNOLOGY (Major in Web & Mobile Technologies/ Curriculum Map)

	Y	T	Course	Knowledge area	Pre-requisite	Units	IT1	IT2	IT3	IT4	IT5	IT6	IT7	IT8	IT9	IT10	IT11	IT12	IT13
4	1	1	CC 101 - Introduction to Computing	ITF	None	3.00		I I					I I			I	I I	I	I I I
5	1	1	CC 102 - Fundamentals of Programming	PF	None	3.00	I	I					I I		I				
6	1	2	CC 103 - Intermediate Programming	PF	CC 102	3.00	E	I			I I		E E		E	I			
7	1	2	CO 101 - Computer Organization	CO	CC 101	3.00	E	I I							I				
8	1	2	MS 101 - Discrete Mathematics	MS	GE 3		E	I											
9	2	1	CC 104 - Data Structures and	PF	CC	3.00	I	I I I I					I I		I				
10	2	1	HCI 101 - Human Computer Interaction 1	HCI	CC 102	3.00		E E I I I I E E			E E	E	E E					
11	2	1	OOP 101 - Object Oriented	PF	CC	3.00	E E E E				E E	I	E E		E	E		
12	2	1	WD 101 - Web Development 1	WS	CC 103	3.00	E E E E				E E		E E		E	E I		
13	2	2	CC 105 - Information Management 1(Fund. Of Database)	IM	CC 104	3.00	E E E E E E E E E	E	E E E			E E		E	I E I I		
14	2	2	SAD 101 - System Analysis and Design	SAD	OOP 101	3.00	E E E E E E E E E				E E I I I I I I	I I I I				

July 20, 2018   CONTENTS NOTED   DR. CHERRIE MELANIE ANCHETA-DIEGO, CESO III
Director IV
BR No. 45, s. 1998, BR No. 29, s. 2002, BR No. No. 22, s. 1998, BR No. No. 30, s. 2001,
BR No. 45, s. 2011

#	Y	T	Course	Knowledge area	Pre-requisite	Units	IT1–IT13 competency mapping
15	2	2	WD 102 - Web Development 2	WS	WD 101	3.00	EEEE ... EEE ... EEE EE ... E E1
16	2	2	2	HCI	HCI 101	3.00	EEEEE ... EE ... IIIIIII EEE
17	2	2	MT 101 - Multimedia Technologies	MT	CC 104	3.00	EE ... EE
18	2	2	NET 101 - Networking 1	NET	CO 101	3.00	EEEEE ... I ... EE
19	2	S	IM 102 - Information Management 2	IM	CC 105	3.00	EEEEEEE E ... EEE EE ... EE
20	3	1	CC 106 - Application Development and Emerging Technologies	WS	IM 102&S AD 101	3.00	EEEEEEDD ... DDD ... DDD DDEEEEEEE EDDDD
21	3	1	NET 102 - Networking 2	NET	NET 101	3.00	EEEEEE ... E ... EEE ... EE
22	3	1	MS 102 - Quantitative Methods	MS	MS 101	3.00	DD ... D

#	Y	T	Course	Knowledge area	Pre-requisite	Units	IT1–IT13 competency mapping
23	3	1	OS 101 - Operating Systems Application	OS	CO 101	3.00	EE DD ... DD
24	3	1	SP 101 - Social And Professional Issues	SP	CC 101	3.00	EEEEEEE EEEEEEEEEEEEEEE EE
25	3	1	WS 101 - Web Systems Technologies 1	IM	IM 102	3.00	EEEEEEEE EEE EEE EE EE
26	3	1	MD 101 - Mobile application Development 1	IM	IM 102	3.00	EEEEEE EEE EE E E
27	3	2	IAS 101 - Information Assurance and Security 1	IAS	CC 106	3.00	EE EE E EEEEEEE
28	3	2	IPT 101 - Integrative Programming and Technologies	IPT	CC 106	3.00	EEEE EE EEE EEE EE
29	3	2	TECH 101 - Technopreneurship	TECH	WS 101	3.00	EE E
30	3	2	Elective 1 (Web Systems and Technologies 2)	WS	WS 101	3.00	EEEEEEEE EEE EE E E EEEEEEE
31	3	2	Elective 2 (Mobile Application Development 2)	WS	MD 101	3.00	EEEEEEE EEE EE E E

July 20, 2018   CONTENTS NOTED   DR. CHERRIE MELANIE ANCHETA-DIEGO, CESO III
Director IV

Y	T	Course	Knowledge area	Pre-requisite	Units	IT1	IT2	IT3	IT4	IT5	IT6	IT7	IT8	IT9	IT10	IT11	IT12	IT13
31	3	2	Elective 2 (Mobile Application Development 2)	WS	MD 101	3.00	EE	E	E	E		EEE	EE			E E			
32	3	2	CAP 101 - Capstone Project 1	THS	CC 106	3.00	DD	D	D	DDD			DDDDDDDDDDDD	DDDDDDD	DDDDDDDDDDDDD			
33	4	1	SA 101 - System Administration and Maintenance	SA	IAS 101	3.00			D D		DDDDDD				DDDDDD			
34	4	1	SIA 101 - Systems Integration and architecture	SIA	IPT 101	3.00	EE	EE	EE	EE		EEEEEEEEEEEEEE			EEEEEE			
35	4	1	IAS 102 - Information Assurance and Security 2	IAS	IAS 101	3.00		EE				EE		E	EEEEEE			
36	4	1	Elective 3 (Special Topics on Web and Mobile 1)	WS	Elec1	3.00	EE	EE	EE	EE		EEE	EE						
37	4	1	Elective 4 (Special Topics on Web and Mobile 2)	WS	Elec1	3.00	EE	EE	EE	EE		DDD	EE						
38	4	1	CAP 102 - Capstone Project 2	THS	CAP 101	3.00	DD	DD		DDDDDDDDDDDDDDDDDDDD		DDDDDDDDDDDDDDDDDDDDDDD		DDDDDDDDDD			
39	4	2	Intern 101 - Internship	PRC		6.00	DD	DD	DDD	DDDDDDDDDDDDDDDDDDDDDD		DDDDDDDDDDDDDDDDDDDDD		DDDDDDDDDD			

Bachelor of Science in Information Technology Major in Data Analytics
CURRICULUM MAPPING

BS INFORMATION TECHNOLOGY (Major in Data Analytics/ Curriculum Map)

Y	T	Course	Knowledge area	Pre-requisite	Units	IT1	IT2	IT3	IT4	IT5	IT6	IT7	IT8	IT9	IT10	IT11	IT12	IT13
4	1	1	CC 101 - Introduction to Computing	ITF	None	3.00		I I				I I				I	I I	I	I I I
5	1	1	CC 102 - Fundamentals of Programming	PF	None	3.00	I	I				I I		I				
6	1	2	CC 103 - Intermediate Programming	PF	CC 102	3.00	E	I			I I		EE		E	I		
7	1	2	CO 101 - Computer Organization	CO	CC 101	3.00	E	I I								I		
8	1	2	MS 101 - Discrete Mathematics	MS	GE 3	3.00	E	I										
9	2	1	CC 104 - Data Structures and Algorithms	PF	CC 103	3.00	I	I I I I				I I				I		
10	2	1	HCI 101 - Human Computer Interaction 1	HCI	CC 102	3.00		EE I I I I EE			EE	E	EE				
11	2	1	OOP 101 - Object Oriented Programming	PF	CC 103	3.00	EEE				EE	I	EE		E	E		
12	2	1	WD 101 - Web Development 1	WS	CC 103	3.00	EEE				EE		EE		E	E I		
13	2	2	CC 105 - Information Management (Fund. Of Database)	IM	CC 104	3.00	EEEEEEEEE	E	EEE		EE		E	I E I I		
14	2	2	SAD 101 - System Analysis and Design	SAD	OOP 101	3.00	EEEEEEEEEE				EE I I I I I I I		I	I I I I		