



THE ASSOCIATE OF APPLIED SCIENCE (A.A.S.)

The Associate of Applied Science Degree is designed for employment purposes, and it should not be assumed that the degree or the courses in the degree can be transferred to another institution. While a few institutions have recently begun to accept some courses in A.A.S. programs, the general rule is that courses in the A.A.S. degree are not accepted in transfer toward bachelor's degrees. Students to whom transfer is important should get assurance in writing in advance from the institution to which they wish to transfer.

ATTENTION STUDENTS: PLEASE SEE CURRENT CATALOG FOR ALL FEES AND CHARGES ASSOCIATED WITH THIS DEGREE.

DEGREE PLAN
ASSOCIATE OF APPLIED SCIENCE IN
COMPUTER TECHNOLOGY AND NETWORKING
Degree Code: 0320 CIP Code: 11.0401

The program is designed for those students seeking a two-year degree in specific skills of Computer Information Systems. The program is flexible to accommodate individual student needs to develop skills for troubleshooting, monitor computers and networks, and ensure the integrity of devices and data. Network and computer support professionals are global problem solvers that connect people, places, and things with digital networks.

The Associate of Applied Science in the Computer Technology and Networking program prepares graduates for entry-level employment and advancement in the computer and networking technology industries. Students receive a comprehensive and integrated foundation of networking topics, computer operations and cybersecurity, as well as, general education. The curriculum prepares students for several internationally recognized industry certifications, which combined with a degree, can increase a student's employment potential and provide more options for career advancement.

Student Learning Outcomes for A.A.S. Computer Technology and Networking Program

1. Be employable as an entry-level computer technician, support engineer, or network administrator.
2. Develop a working knowledge of operating systems, computer hardware and software, mobile devices, security issues, and networking technologies.
3. Develop career skills by combining classroom theory with real-world tasks through job-related experiences.
4. Demonstrate critical thinking, complex problem solving, and collaboration.

In addition to these program-specific outcomes, the following general outcomes should apply:

5. Applications of Math and the Natural Sciences appropriate to degree or field of study.
6. Composition and Oral Communication.
7. Evaluation of diverse perspectives and cultures through Arts, Humanities, and Social Sciences.
8. Utilization of technology appropriate to degree or field of study.

Name: _____
 Advisor: _____

Date: _____
 Student ID# _____

<u>COURSE CODE</u>	<u>COURSE NAME</u>	<u>CREDIT HOURS</u>	<u>HOURS COMPLETED</u>
General Education Requirements (15 credit hours)			
CIS 1203	Introduction to Computers	3	_____
ENG 1003	Composition I (must earn a "C" or better)	3	_____
ENG 1013	Composition II (must earn a "C" or better)	3	_____
MATH 1113	Applied Math or higher-level mathematics course	3	_____
Social Science Elective (3 credit hours) (Select 1 course) (Choose any three credit hour course from ECON 2313, GEOG, HIST, POSC, PSY, OR SOC)			
ECON 2313	Principles of Macroeconomics OR GEOG, HIST, POSC, PSY, or SOC course	3	_____
Computer Core (15 credit hours)			
CIS 1023	Programming Fundamentals/Logic	3	_____
CIS 1113	A+ Computer Technician I	3	_____
CIS 1503	Introduction to Operating Systems	3	_____
CIS 2503	Microcomputer Business Applications	3	_____
CIS 2723	Cybersecurity Essentials	3	_____

<u>COURSE CODE</u>	<u>COURSE NAME</u>	<u>CREDIT HOURS</u>	<u>HOURS COMPLETED</u>	
Program Content (30 credit hours)				
BUS	2213	Employment Readiness	3	_____
CIS	1103	Networking Concepts	3	_____
CIS	1106	CISCO Network Academy I	6	_____
CIS	1206	CISCO Network Academy II	6	_____
CIS	1223	A+ Computer Technician II	3	_____
CIS	1313	A+ Analysis and Application	3	_____
CIS	2703	Networking Applications	3	_____
CIS	2803	Networking Internship	3	_____
Program Total 60 Hours				