Course Information
Division: Business
Course Number: CMP 110
Title: Current Applications
Credits: 2
Developed by: Scott Russell
Lecture/Lab Ratio: 1 Lecture/2 Lab
Transfer Status:

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<td>Elective Credit</td>
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Activity Course: No
CIP Code: 11.0100
Assessment Mode: Pre/Post Test (7 Questions/70 Points)
Semester Taught: Upon Request
GE Category: None
Separate Lab: No
Awareness Course: No
Intensive Writing Course: No

Prerequisites
None

Description
Provides individuals with the opportunity to develop personal projects in varieties of current software such as spreadsheet, database, word processing, multimedia, Internet and other applications for microcomputers, which cannot take place in courses where time is given to learn a software package, but not to use it for personal project design and implementation. Not for computer majors, except as elective.

Supplies
USB Drive
Competencies and Performance Standards

1. Recognize projects to develop.
   
   **Learning objectives**
   
   *What you will learn as you master the competency:*
   
   a. Read personal software manuals for his/her computer.
   b. Review library materials relating to computer uses.
   c. Participate in classroom discussions relating to computer uses.
   d. Decide on project or projects for class.

   **Performance Standards**
   
   *Competence will be demonstrated:*
   
   o by turning in project definition.

   **Criteria - Performance will be satisfactory when:**
   
   o learner reads personal software manuals for his/her computer.
   o learner reviews library materials relating to computer uses.
   o learner participates in classroom discussions relating to computer uses.
   o learner decides on project or projects for class.

2. Select software for projects.
   
   **Learning objectives**
   
   *What you will learn as you master the competency:*
   
   a. Participate in classroom discussions relating to software uses.
   b. Read personal software manuals for his/her computer.
   c. Choose software for project.

   **Performance Standards**
   
   *Competence will be demonstrated:*
   
   o by turning in project definition report.

   **Criteria - Performance will be satisfactory when:**
   
   o learner participates in classroom discussions relating to software uses.
   o learner reads personal software manuals for his/her computer.
   o learner chooses software for project.

3. Study software capabilities.
   
   **Learning objectives**
   
   *What you will learn as you master the competency:*
   
   a. Read software manuals.
   b. Read available library sources.
   c. Observe demonstrations by instructor.

   **Performance Standards**
   
   *Competence will be demonstrated:*
   
   o by making a plan to complete project with software.
Criteria—Performance will be satisfactory when:
- learner reads software manuals.
- learner reads available library sources.
- learner observes demonstrations by instructor.
- learner practices with trial exercises.

4. Prepare plan for completing project.

Learning objectives
What you will learn as you master the competency:
- Observe demonstrations by instructor.
- Outline steps for project completion, in logical order.
- Add details to outline.

Performance Standards
Competence will be demonstrated:
- by completed plan.

Criteria—Performance will be satisfactory when:
- learner observes demonstrations by instructor.
- learner outlines steps for project completion, in logical order.
- learner adds details to outline.

5. Practice software features.

Learning objectives
What you will learn as you master the competency:
- Determine software requirements from outline.
- Review requirements in software manual.
- Practice software requirements with trial exercises.

Performance Standards
Competence will be demonstrated:
- by completing project.

Criteria—Performance will be satisfactory when:
- learner determines software requirements from outline.
- learner reviews requirements in software manual.
- learner practices with trial exercises.
6. **Apply software to projects.**

   **Learning objectives**
   
   *What you will learn as you master the competency:*
   
   a. Execute software.
   b. Enter design phase of software.
   c. Develop software solutions to elements of project outline.
   d. Complete project software solution for trial run.

   **Performance Standards**
   
   *Competence will be demonstrated:*
   
   o by resulting output form first run.

   *Criteria-Performance will be satisfactory when:*
   
   o learner executes software.
   o learner enters design phase of software.
   o learner develops software solutions to elements for project outline.
   o learner completes project software solution for trial run.

7. **Debug projects.**

   **Learning objectives**
   
   *What you will learn as you master the competency:*
   
   a. Analyze error conditions which occur.
   b. Observe variances in original plan.
   c. Develop redesign of project.
   d. Apply redesign of project to software.
   e. Repeat process until project is clean.

   **Performance Standards**
   
   *Competence will be demonstrated:*
   
   o by a correctly executable project.

   *Criteria-Performance will be satisfactory when:*
   
   o learner analyzes error conditions which occur.
   o learner observes variances in original plan.
   o learner develops redesign of project.
   o learner applies redesign of project to software.
   o learner repeats process until project is clean.

8. **Execute corrected projects using trial data.**

   **Learning objectives**
   
   *What you will learn as you master the competency:*
   
   a. Create personal trial situation and data for project.
   b. Execute project using trial data situation.
   c. Observe correct results.
**Performance Standards**

*Competence will be demonstrated:*
- by learner turning in project completion report.
- by completing final exam successfully.

*Criteria—Performance will be satisfactory when:*
- learner creates personal trial situation and data for project.
- learner executes project using trial data situation.
- learner observes correct results.

9. **Prepare project completion reports.**

**Learning objectives**

*What you will learn as you master the competency:*
- a. Prepare cover sheet.
- b. Prepare index.
- c. Include original problem statement.
- d. Include original plan.
- e. Prepare hardcopy which represents all output to the project.

**Performance Standards**

*Competence will be demonstrated:*
- by turning in completed final report.
- by successful completion of final exam summarizing student activities.

*Criteria—Performance will be satisfactory when:*
- learner prepares cover sheet.
- learner prepares index.
- learner includes problem statement.
- learner includes original plan.
- learner prepares hardcopy which represents all output to the project.

**Types of Instruction**

Classroom Presentations
On Campus Laboratory
Grading Information

Grading Rationale
Evaluation Methods: The student evaluation is totally on project work. That is why the student is in class. Typically, the student wants a P grade.

The project will be based upon the following criteria:
1. Did student attend class or equivalent?
2. Did student define project/s within first 2 weeks?
3. Did student choose software?
4. Did student learner software well enough to complete project/s?
5. Did student complete project/s?
6. Did student prepare summary report?

Post test is 10% of grade. The post test summarizes the student's involvement in class.

Grading Scale
A  90-100%
B  80-89%
C, P  70-79%
D  60-69%
F  59% <