

**NORCO COLLEGE
SLO to PLO MATRIX**

PLOs

		Assemble multimedia assets into a single project and provide meaning and structure to those assets through programmatic solutions.	Construct cross platform mobile applications and web sites fulfilling a broad spectrum of functions.	Design and modify wireframe mockups of mobile applications and mobile web sites based on client feedback.	Interface with mobile hardware to extend application functionality and integrate with existing frameworks.	Create an industry-standard portfolio containing sample mobile applications.	Demonstrate professional communication skills effectively with colleagues in an industry production project.
CERTIFICATE/PROGRAM:	Mobile Application Development						
COURSE:	CIS/CSC-5: Fundamentals of Programming Logic using C++						
SLO 1	Create computer programs in C++ using the principles of structured programming.						
SLO 2	Apply the principles of logical programming concepts to develop specific solutions for gaming, business, scientific and mathematics problems.	I	I				
SLO 3	Identify the information input requirements, synthesize the algorithmic steps needed to transform the data input into the required output information, and organize the output format to facilitate user communication.	I	I				
SLO 4	Demonstrate the use of the C++ IDE and libraries.	I	I				
COURSE:	CIS/CSC-18A: Java Programming: Objects						
SLO 1	Demonstrate an understanding of the Java IDE programming environment sufficient to write small to medium sized programs.	I	I				
SLO 2	Demonstrate an understanding of the fundamentals of object-oriented development sufficient to create and use classes as the foundation of Java application programs.	I	I				
COURSE:	CIS/CSC-18B: Java Programming: Advanced Objects						
SLO 1	Write medium to large Java programs individually and as part of a programming team effort.	I	I				
SLO 2	Create programs that run in a multiprocessor environment such as but not limited to multimedia components.	I	I				
SLO 3	Use Java database connectivity “JDBC” with basic SQL to maintain and update records.	I	I				

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COURSE: CIS-74: Digital Design I						
SLO 1	Evaluate and Judge various approaches to digital design and apply a workflow that is most conducive to a specific task.	I, D		I,D		I
SLO 2	Compare tools and techniques to design and construct digital content efficiently and expertly.	I,D		I,D		I
SLO 3	Demonstrate an understanding of digital design through proper application of technique, tools, use of file format, use of color, and overall attention to detail.	I,D		I,D		
SLO 4	Revise work continuously based on a standardized approach to critiquing.	I,D		I,D		
SLO 5	Demonstrate ability to construct meaningful digital designs that follow guidelines and parameters and deliver them in a timely professional fashion.	I,D		I,D		I
COURSE: CIS-75: Digital Design II						
SLO 1	Evaluate and Judge the difference between good and bad digital design for multimedia applications.	I,D,M		I,D,M		I,D
SLO 2	Construct digital designs that exercise proper knowledge of user experience and natural flow while maintaining a high level of aesthetic quality that is optimized for a target multimedia platform.	I,D,M		I,D,M		I,D
SLO 3	Demonstrate a heightened understanding of the elements of good design through practical application of content placement, asset organization, asset optimization, and design flow.	I,D,M		I,D,M		
SLO 4	Design visual content for multimedia applications that meets exacting specifications of quality, time, asset size, and resolution.	I,D,M		I,D,M		I,D
SLO 5	Propose design plans using wireframes, flow charts, and use case diagrams.	I,D,M		I,D,M		
SLO 6	Revise work continuously based on a standardized approach to critiquing.	I,D,M		I,D,M		I,D,M
COURSE: CIS-66: Web Development I						
SLO 1	Differentiate between a variety of web technologies and integrate them appropriately to construct web sites and web applications.		I		I,D	

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SLO 2	Construct basic web pages that demonstrate modern techniques in both form and functionality.			I,D		I,D	I	
SLO 3	Demonstrate an understanding of industry standard concepts in web development which web sites and web applications are created and deployed.			I,D		I,D		
SLO 4	Evaluate and judge the quality of proposed development paths to web site / web application construction.			I,D		I,D		
SLO 5	Assemble and optimize multimedia assets into a single project and present those assets in a useful and meaningful way.		I,D,M	I,D		I,D	I,D	
COURSE: CIS-67: Web Development II								
SLO 1	Compare the capabilities and versatility of static web content versus dynamic web page content.			I,D,M		I,D,M		
SLO 2	Construct complex web sites and web applications driven by server side scripting, databases, and content management systems.			I,D,M		I,D,M	I,D	
SLO 3	Demonstrate ability to send and receive information from one computer to another.			I,D,M		I,D,M		
SLO 4	Evaluate and judge the quality of a web site or web application's architecture and determine possible means of optimization.			I,D,M		I,D,M		
COURSE: CIS-68: Mobile Applications Development I								
SLO 1	Differentiate between different hardware requirements, interfaces, specifications, and build pipelines across a multitude of devices and development platforms.			I,D,M		I,D,M		
SLO 2	Construct basic mobile applications using modern techniques and hardware.			I,D,M		I,D,M	I	
SLO 3	Demonstrate an understanding of industry standard concepts in mobile application development and the process by which mobile applications are created and deployed.			I,D,M		I,D,M		

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SLO 4	Evaluate and judge the quality of proposed architectural paths to content construction.			I,D,M		I,D,M		
SLO 5	Assemble multimedia assets into a single project and provide meaning and structure to those assets through programmatic solutions.		I,D,M	I,D,M		I,D,M		
COURSE: CIS-69: Mobile Applications Development II								
SLO 1	Differentiate between the different build processes, development environment, hardware constraints, and software restrictions to determine the best path to a deployable solution.			I,D,M		I,D,M		
SLO 2	Construct advanced mobile applications using an extensive array of techniques that represent a modern approach to mobile application development.			I,D,M		I,D,M	I,D	
SLO 3	Demonstrate an understanding of the process by which advanced, full featured mobile applications are developed and integrated with first and third party software and hardware.			I,D,M		I,D,M		
SLO 4	Evaluate the various approaches to data throughput based on device capabilities and application requirements to maximize application viability.			I,D,M		I,D,M		
COURSE: GAM-44: Portfolio Production								
SLO 1	Consider and assess student portfolio work based on content, creativity, presentation, craftsmanship, originality, and achievement of goals						I,D	
SLO 2	Choose and creatively organize original pieces into a cohesive body of work culminating in a presentation quality portfolio which emphasizes the student's strengths or area of specialization		I				I,D	I
SLO 3	Organize student information and experience and prepare a creative, professional resume, cover letter, and follow-up letter						I,D,M	I,D
SLO 4	Employ professional interview skills in a mock interview setting including presentation of individual portfolio						I,D,M	I,D,M