

B - Course Revision Form V. 7.2022 : Entry # 3556**DEAN Decision**

Approved

Today's Date

09/14/2025

EPC Decision

Approved

Today's Date

10/17/2025

GEC Decision

Approved

Today's Date

02/13/2026

APIRC Decision

Approved

Today's Date

02/16/2026

Begin Form**Today's Date**

09/10/2025

Your Name

Michael Oudshoorn

Your Email:moudshoo@highpoint.edu**Are you a Department Chair?**

Yes

By checking below, I certify that my department chair has seen and approved the course revisions that are in this proposal

Yes

Please select the appropriate school overseeing this proposal:

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Engineering

When should this proposal take effect?

Fall 2026

Are you submitting multiple courses for revision from the same department?

No, just one

Please list all of the courses that you are submitting revisions for:

Course Prefix	Course Number	Course Title
CSC	1000	Technology Life Skills

What would you like to revise?

- Learning Outcomes

Are you also revising any of the following for this course?

- Change course description

Gen Ed & Academic Program Information**Is this a revision to meet new Gen Ed requirements?**

Yes

Which area(s) of Gen Ed does your proposal seek for approval?

- Intellectual Discovery [DIS]

Is this course part of an academic program?

- This course does not currently fulfill academic program requirements

Does this course, as revised, include any community engagement?

No

Is this course part of GoGlobal?

No

Does this course count towards a major or a minor?

No, it does not count toward any particular major or minor

Is this course cross listed?

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No

Choose the department designator for your course from the list below.

CSC

Current course number

1000

Current course title

Technology Life Skills

Curriculum Review Information**Please list all revised student learning outcomes, including Gen Ed outcomes, for this course in the box below.**

Student learning outcomes:

Students will:

1. Speak and write individually and as part of a team to accomplish individual and team goals.
2. Demonstrate the ability to operate in a constructive team environment.
3. Synthesize computing concepts and apply them to situations or problems.
4. Assimilate, retain, and interpret information.
5. Utilize information to generate reasonable hypotheses and draw educated conclusions.
6. Access and generate information using contemporary technologies.
7. Evaluate information for currency, usefulness, and accuracy.

Specifically, after successfully completing this course students will be able to:

- Describe the complexity, creativity and, artistry, that underlies computing
- Describe fundamental algorithms that underlie computing and how they apply in the real world (e.g., searching (Google), ethical and appropriate use of generative AI (ChatGPT), data compression (internet/voice communication), pattern recognition (Siri, OCR), and data management (found everywhere!)
- Develop algorithms (i.e., problem solve) and implement them as programs in a simple visual programming language such as Snap!.
- Demonstrate an understanding of basic programming concepts — variables, sequential statements, loops, decision constructs, and procedures
- Explain how abstraction is used to enable the storage of digital data -- numbers, text, sound, images, video, etc.
- Discuss how computer models and simulations are used to generate new understanding and knowledge
- Demonstrate proficiency with search engines, generative AI, and web authoring tools

If you have Gen Ed learning outcomes, please address the kinds of assessments you may use for each area that you are proposing the course be designated (i.e., Arts, Humanities, Diversity, etc.)

AS a intellectual discovery course, the course would have the following outcomes:

2. Demonstrate the ability to operate in a constructive team environment.
3. Synthesize computing concepts and apply them to situations or problems.

They would be measured through assignments and projects the students are asked to do. Some projects are team based (outcome 2) and students will be asked to evaluate each group members contribution to ensure all students pulled their weight and contributed in a a constructive manner. A Likert scale will be used to evaluate each student in the class.

Outcome 3 will be measured through assignments that have students apply the computing skills they use to their home discipline. The students will learn the value of these computing techniques to help them be computer literate, but also to benefit t heir home discipline (e.g., building web sites).

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Two zip files are attached to show the kinds of assignments students will be asked to perform. They highlight the application of computing principles and tools and their relationship to other disciplines.

Is there any additional information that you would like to provide for this proposal?

The course description should be changed to:

Course description: An introduction to fundamental concepts in computing. Emphasis will include the impact of computing in various academic disciplines and all aspects of society. Sample topics covered include computational thinking, computer architecture, generative AI, Google searching, data representation, cybersecurity, and web pages.

Sample Syllabus

- [DIS1000-Syllabus-Fall-2026updated.docx](#)

Additional Files

- [Team-Web-project.zip](#)
- [Ethics.zip](#)