# Adapting the IT2017 Curricula for Two-Year IT Transfer Programs

Determining the Optimal Level of Curricular Guidance

Markus Geissler, Cosumnes River College, CA
Svetlana Peltsverger, Kennesaw State University, GA
Tim Preuss, Minnesota State Community and Technical College – Moorhead, MN
Cara Tang, Portland Community College, OR

### Introduction

- Curriculum Guidance (Cara)
  - ACM CCECC
  - IT2014, IT-Transfer2019, etc.
- IT-Transfer2019 IronDog DRAFT (Markus)
  - IT-Transfer Task Group
  - Accomplishments to date
- IT2yr2014 vs. IT-Transfer2019 (Tim)
- Example: IT Transfer program between Kennesaw State University and their feeder CCs (Svetlana)





- ACM Committee for Computing Education in Community Colleges (ACM CCECC)
- IT2014, IT-Transfer2019, etc.

## ACM Curriculum Guidance for Baccalaureate Programs



CC2005 (Computing Curricula 2005): The Overview Report

- Computer Engineering CE2016
- Computer Science CS2013
- Information Systems IS2010
- Information Technology IT2017
- Software Engineering SE2014
- Cybersecurity CSEC2017

### **Under Development**

- CC2020
- Data Science

www.acm.org/education

### Introduction to ACM CCECC



Committee for Computing Education in Community Colleges

- 40++ years of service to computing education
- Standing committee of the ACM Education Board for 25+ years

#### **Global Mission**

Serve and support community and technical college educators in all aspects of computing education

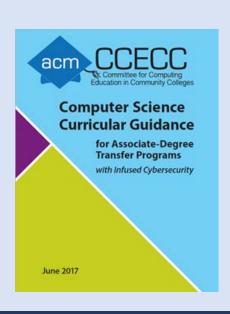
 Engage in curriculum and assessment development, community building, and advocacy in service to this sector of higher education

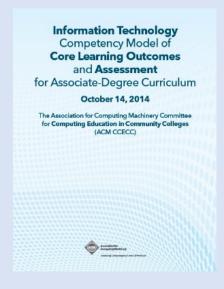
## ACM Curriculum Guidance for Associate Programs



### Produced by the CCECC

- Information Technology IT2yr2014
  - Guidelines for the core of A.A.S. / career programs
  - Infused with cybersecurity
- Computer Science CSTransfer2017
  - Guidelines for A.S. / transfer programs
  - Infused with cybersecurity
- Current Projects
  - Cybersecurity Cyber2yr2020
  - IT Transfer IT-Transfer2019





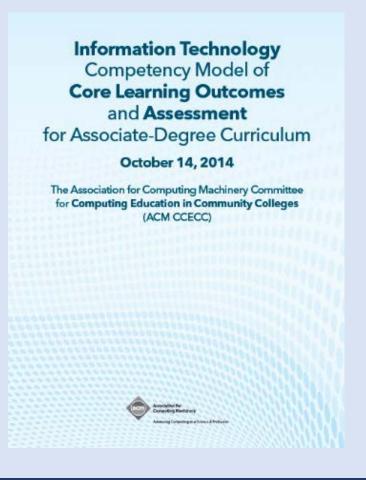
## IT2yr2014: IT Competency Model



Information Technology Competency Model of Core Learning Outcomes and Assessment for Associate-Degree Curriculum

- Includes 50 core IT learning outcomes
- Includes assessment metrics for each learning outcome
- 7 of the 50 learning outcomes focus on cybersecurity

ccecc.acm.org/ITreport



## ACM Curriculum Guidance for Associate Programs



- Non-prescriptive guidance
  - Community needs vary
- Competency-based
  - Focus on student achievement
  - What students can do rather than what students know
- Utilize Bloom's Revised Taxonomy
  - Creating, Evaluating, Analyzing, Applying, Understanding, Remembering
- Infused with cybersecurity

## IT-Transfer2019 IronDog DRAFT (Markus)

- IT-Transfer Task Group
- IT-Transfer2019 IronDog DRAFT highlights
- Looking for feedback

## **IT-Transfer Task Group**

- Markus Geissler (chair), Cosumnes River College
- Dana Brown, Bluegrass Community & Technical College
- Norma McKenzie, El Paso Community College
- Svetlana Peltsverger, Kennesaw State University
- Tim Preuss, Minnesota State Community and Technical College - Moorhead
- Mihaela Sabin, University of New Hampshire
- Cara Tang, Portland Community College

## **IT-Transfer2019 Highlights**

- Full competency-based approach to learning IT
- 29 Essential (ITE) and 27 Supplemental (ITS) competencies
  - 19 IT domains, plus a Mathematics domain
    - IT2017 lists 80 competencies
- IT programs that articulate convincingly what students should be able to achieve by the time they transfer to a four-year institution
- Readers should be familiar with IT2017 guidance

## IT Transfer vs. Applied IT Programs

- IT transfer programs which prepare students for transfer to a four-year college or university where they will complete their IT baccalaureate degree (IT-Transfer2019)
- Separate Information Technology Competency Model of Core Learning Outcomes and Assessment for Associate-Degree Curriculum exists for applied two-year IT programs (IT2yr2014)
  - Tim will contrast guidance documents later

### **General Education Requirements**

- To accommodate GE, the IT Transfer2019 Task Group chose to keep this guidance as flexible as possible.
- Example: California's Intersegmental General Education Transfer Curriculum (IGETC) pattern
  - California Community College students can use IGETC to fulfill all lower-division general education requirements at any CSU or University of California campus.
  - Requires completion of a minimum of 37 semester/49 quarter units of lower division work

## Professional, Communication, and Teamwork Skills + Work Experience

- Most IT professionals must be able to complement their IT skills with professional skills, communication skills, and teamwork skills to be successful.
- Students should gain as much hands-on experience as possible prior to graduation.
  - Greatest benefit from work experience or work-based learning after transfer

## 10 Essential IT Domains and IT Transfer 2019 Competencies

| Tag     | IT Domain                     | IT-Transfer2019 Essential<br>Competencies | IT-Transfer2019 Supplemental<br>Competencies |  |
|---------|-------------------------------|---|--|--|
| ITE-CSP | Cybersecurity Principles      | 2   | 1  |  |
| ITE-GPP | Global Professional Practice  | 3   | 0  |  |
| ITE-IMA | Information Management        | 1   | 2  |  |
| ITE-IST | Integrated Systems Technology | 2   | 2  |  |
| ITE-NET | Networking                    | 3   | 1  |  |
| ITE-PFT | Platform Technologies         | 5   | 0  |  |
| ITE-SPA | System Paradigms              | 2   | 1  |  |
| ITE-SWF | Software Fundamentals         | 2   | 3  |  |
| ITE-UXD | User Experience Design        | 1   | 1  |  |
| ITE-WMS | Web and Mobile Systems        | 1   | 4  |  |
|         | <b>Total Competencies</b>     | 22  | 15   |  |

## 9 Supplemental IT Domains and IT Transfer 2019 Competencies

| Tag     | IT Domain                           | IT-Transfer2019 Essential<br>Competencies | IT-Transfer2019 Supplemental<br>Competencies |
|---------|-------------------------------------|---|--|
| ITS-ANE | Applied Networks                    | 0   | 1  |
| ITS-CCO | Cloud Computing                     | 1   | 2  |
| ITS-CEC | Cybersecurity Emerging Challenges   | 2   | 1  |
| ITS-DSA | Data Scalability and Analytics      | 0   | 1  |
| ITS-IOT | Internet of Things                  | 0   | 1  |
| ITS-MAP | Mobile Applications                 | 0   | 2  |
| ITS-SDM | Software Development and Management | 0   | 1  |
| ITS-SRE | Social Responsibility               | 2   | 1  |
| ITS-VSS | Virtual Systems and Services        | 2   | 2  |
|         | <b>Total Competencies</b>           | 7   | 12   |

### 19 Domain Cards

#### **ITE-CSP Domain:** Cybersecurity Principles

#### Scope

- 1. A computing-based discipline involving technology, people, information, and processes to enable assured operations.
- 2. A focus on implementation, operation, analysis, and testing of the security of computing technologies
- 3. Recognition of the interdisciplinary nature of the application of cybersecurity including aspects of law, policy, human factors, ethics, and risk management in the context of adversaries.
- 4. The practice of assuring information and managing risks related to the use, processing, storage, and transmission of information or data and the systems and processes used for those purposes.
- 5. Measures that protect and defend information and information systems by ensuring their availability, integrity, authentication, confidentiality, and non-repudiation.

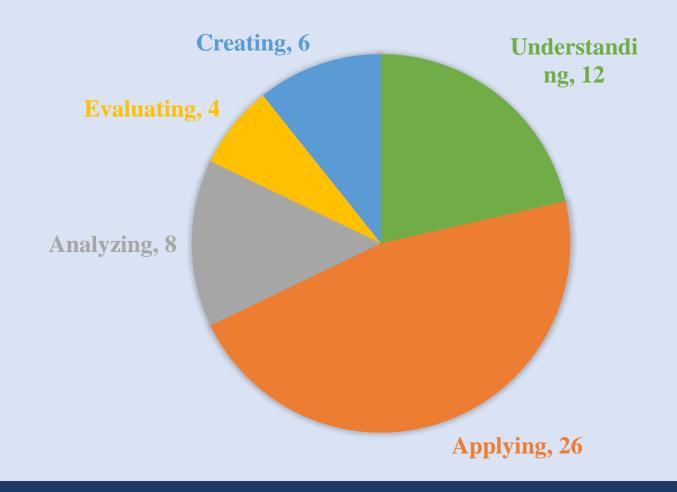
#### **Essential Competencies**

- A. Evaluate the purpose and function of cybersecurity technology, identifying the tools and systems that reduce the risk of data breaches while enabling vital organization practices. (Cybersecurity functions)
- B. Implement systems, apply tools, and use concepts to minimize the risk to an organization's cyberspace to address cybersecurity threats. (Tools and threats)

#### **Supplemental Competencies**

A. Use a risk management approach for responding to and recovering from a cyber-attack on system that contains high value information and assets such as an email system. (Response and risks)

## Bloom's Level Distribution for IT-Transfer2019 Competencies



### **IT Essential Mathematics**

| IT Essential Mathematics |  |  |  |
|--------------------------|--|--|--|
| ITM-DSC                  | Discrete Structures                          |  |  |
| ITM-DSC-01               | Perspectives and impact                      |  |  |
| ITM-DSC-02               | Sets   |  |  |
| ITM-DSC-03               | Functions and relations                      |  |  |
| ITM-DSC-04               | Proof techniques                             |  |  |
| ITM-DSC-05               | Logic  |  |  |
| ITM-DSC-06               | Boolean algebra principles                   |  |  |
| ITM-DSC-07               | Minimization                                 |  |  |
| ITM-DSC-08               | Graphs and trees                             |  |  |
| ITM-DSC-09               | Combinatorics                                |  |  |
| ITM-DSC-10               | Iteration and recursion                      |  |  |
| ITM-DSC-11               | Complexity Analysis                          |  |  |
| ITM-DSC-12               | Discrete information technology applications |  |  |

## IT-Transfer2019 Competencies vs. IT2yr2014 Learning Outcomes

| IT-Transfer2019 Competencies  | IT2yr2014 Learning Outcomes  |  |  |
|---|--|--|--|
| ITE-CSP Domain: Cy  | bersecurity Principles   |  |  |
| Evaluate the purpose and function of cybersecurity technology, identifying the tools and systems that reduce the risk of data breaches while enabling vital organization practices. (Cybersecurity functions) (Essential) | Differentiate among various techniques for making a computer network secure.  Use a variety of practices for making end-user systems secure. |  |  |
| Implement systems, apply tools, and use concepts to minimize the risk to an organization's cyberspace to address cybersecurity threats. ( <i>Tools and threats</i> ) ( <i>Essential</i> )                                 | Explain the process of authentication and authorization between end-user devices and computing network resources.                            |  |  |
| Use a risk management approach for responding to and recovering from a cyber-attack on system that contains high value information and assets such as an email system. (Response and risks) (Supplemental)                |  |  |  |

### **IT-Transfer2019 Assessment Rubrics**

| Emerging  | Developed   | Highly Developed   |  |  |  |
|---|---|--|--|--|--|
| ITE-CSP Domain: Cybersecurity Principles  |   |  |  |  |  |
| Analyze the purpose and function of cybersecurity technology, identifying the tools and systems that reduce the risk of data breaches while enabling vital organization practices.  (Cybersecurity functions)  (Essential) (Bloom's level: Analyzing) | Evaluate the purpose and function of cybersecurity technology, identifying the tools and systems that reduce the risk of data breaches while enabling vital organization practices.  (Cybersecurity functions)  (Essential) (Bloom's level: Evaluating) | Design a cybersecurity system using the tools and systems that reduce the risk of data breaches while enabling vital organization practices. (Cybersecurity functions) (Essential) (Bloom's level: Creating) |  |  |  |

## IT2yr2014 vs. IT-Transfer2019 (Tim)

- Definition not M State Reality
- M State Advisory Notes
- Need logic class
- Virtualization and containers are not optional
- Associate degree is ready for work

## IT Transfer Example (Svetlana)

- Bachelor of Applied Science in Information Technology Kennesaw State University (Georgia)
  - https://ccse.kennesaw.edu/it/programs/basit.php
    - Articulation Agreement for BAS degrees on the University System of Georgia level

## **KSU Requirements**

- Associate of Applied Science in Computing from a member institution of the Technical College System of Georgia (TCSG) with a GPA of 2.3 or better
- Additional 67 credit hours
  - Or approximately 2.5 years of full-time study
- Can use Prior Learning Assessment

**State:** Georgia

**School:** Chattahoochee Tech College

Subject(s): CIS, CIST
Level(s): Undergraduate
Term: Fall Semester 2019

| Start Over   Search Another State   Search Another School   Search Another Subject/Level/Term |                               |       |                      |                           |           |                                |                     |
|---|-------------------------------|-------|----------------------|---------------------------|-----------|--------------------------------|---------------------|
| Chattahoochee Tech College  |                               |       | vs.                  | Kennesaw State University |           |                                |                     |
| Class   | Title                         | Level | <b>Minimum Grade</b> | =>                        | Class     | Title                          | <b>Credit Hours</b> |
| CIS 105   | Program Design & Development  | US    | D                    | =>                        | IT 1113   | Programming Principles         | 3.0                 |
| CIS 1121  | Visual Basic.Net I            | US    | D                    | =>                        | IT 1113   | Programming Principles         | 4.0                 |
| CIS 157   | Intro to Visual Basic Program | US    | D                    | =>                        | IT 1113   | Programming Principles         | 4.0                 |
| CIS 191   | Computer Progrm Fund          | US    | D                    | =>                        | CSE 1321  | Programming & Prob Solv I      | 3.0                 |
| CIS 2110  | Adv Web Programming Using PHP | US    | D                    | =>                        | MET 3501  | Engr Computation using MATLab  | 4.0                 |
| CIS 2129  | Database Administration       | US    | D                    | =>                        | CSE 3153  | Database Systems               | 4.0                 |
| CIS 214   | Database Management           | US    | D                    | =>                        | CSE 3153  | Database Systems               | 4.0                 |
| CIS 2421  | Intermediate Java Programming | US    | D                    | =>                        | IT 1324   | Adv Programming Principles     | 4.0                 |
| CIS 2431  | Advanced Java Programming     | US    | D                    | =>                        | IT 1324   | Adv Programming Principles     | 4.0                 |
| CIS 252   | Introduction to JAVA Progm    | US    | D                    | =>                        | CSE 1321  | Prog and Problem Solving I     | 3.0                 |
|   |                               |       |                      | And                       | CSE 1321L | Prog and Problem Solving I Lab | 1.0                 |
| CIS 2520  | Intro to Game Development     | US    | D                    | =>                        | CGDD 2002 | Fundm of Game Design           | 3.0                 |
| CIST 1305   | Program Design & Development  | US    | D                    | =>                        | CSE 1311  | C++ Programming for Engr       | 3.0                 |
| CIST 2341   | C# Programming I              | US    | D                    | =>                        | CS 2350   | Object-Oriented Programming    | 4.0                 |
| CIST 2361   | C++ Programming I             | US    | D                    | =>                        | CSE 1311  | C++ Programming for Engrs      | 4.0                 |
| CIST 2362   | C++ Programming II            | US    | D                    | =>                        | CSE 1312  | Obj Orient C++ Prog for Engrs  | 4.0                 |
| CIST 2371   | Java Programming I            | US    | D                    | =>                        | CSE 1321  | Prog and Problem Solving I     | 3.0                 |
|   |                               |       |                      | And                       | CSE 1321L | Prog and Problem Solving I Lab | 1.0                 |
| CIST 2372   | Java Programming II           | US    | D                    | =>                        | IT 1323   | Adv. Programming Principles    | 3.0                 |
|   |                               |       |                      | And                       | IT 1323L  | Adv. Prog. Principles Lab      | 1.0                 |
| CIST 2421   | Intermediate JAVA Programming | US    | D                    | =>                        | IT 1323   | Adv. Programming Principles    | 3.0                 |
|   |                               |       |                      | And                       | IT 1323L  | Adv. Prog. Principles Lab      | 1.0                 |
| CIST 2740   | Intro to Game Development     | US    | D                    | =>                        | CGDD 2002 | Fundamentals of Game Design    | 4.0                 |

Start Over | Search Another State | Search Another School | Search Another Subject / Level / Term

## **KSU Example: Challenges**

- TCSG courses 1- 2-thousand level <-> KSU IT courses mostly 3- and 4-thousand level
- One-to-one course mappings almost impossible
  - Minimum of 39 semester hours at the 3-, 4-level, including at least 21 semester hours at the 3-, 4- level in the major field of study
- Different requirements for TCSG degrees (next slide)

## Requirements for TCSG degrees

- Cisco Network Specialist
- Computer Information Systems
- Computer Programming
- Computer Simulation/Game
   Developer
- Computer Specialist
- Computer Support Specialist
- Cyber Forensics Technology
- Database Specialist
- Database Administrator
   Specialist

- E-Commerce Web Programming
- Gaming Technology
- Health Information Technology
- Information Security Specialist
- Information Systems Technology
- Internet Specialist Web Applications and Services Development
- Internet Specialist Web Site
   Design
- Internet Specialist Web Site
   Design Version 2

- IT Professional
- Linux Network Specialist
- Micro Computer Specialist
- Network Specialist
- PC Maintenance Specialist
- Windows Network Specialist
- Web Application Development
- Web Site Design
- Windows Network Specialist

66-74 credit hours, including 15 credit hours of general education

## **IT Degree Requirements**

- General Education (42 hours)
  - Including Pre-Calculus, Statistics (Calculus I starting Fall 2020) and two lab sciences
- Area F Lower Division Major Requirements (18 hours)
  - CS1, CS2, Discrete Math + 7 credit hours from tech block
- Technical Block (21 credit hours)
  - Courses from the AAS degree

### **Sample Courses**

- CIST 2602 Network Security
- CIST 1510 Web Development I
- CIST 2731 Intermediate 3D Animation
- CIS 1015 Cyber Crime Technology
- EDP 2201 Comp System Administrator
- CIST 2351 PHP Programming I
- CIS 2202 XHTML Fundamentals
- CIST 2531 Web Graphics II
- CIST 2122 A+ Preparation
- ACC 2150 Cost Accounting
- CAPS 2278 CCNA Security

#### **Enrollment in Fall 2019**

- BASIT ~150
- BSIT ~700

## **Looking for Feedback**

- The intent of IT-Transfer2019 is to make it easy for you to
  - Implement an IT Transfer Program at your two-year college
  - Facilitate communication between IT Transfer partners
  - Help students to meet their academic and professional goals

Submit your feedback at

https://ccecc.acm.org .

## Submit your feedback by November 11th, 2019!

Download the IT-Transfer2019 IronDog DRAFT

Complete a short survey to comment on the IT-Transfer2019 IronDog DRAFT



