

## Program Learning Outcomes- CIT-Computer and Multimedia

<b>Diploma</b>	PLO1	Explain factual knowledge of the computing theories, concepts and techniques related to Computing and Multimedia at different levels of abstraction.
	PLO2	Apply current computing techniques, skills, and modern tools required for the Computing and Multimedia domain.
	PLO3	Apply numeracy and information technology skills in developing Computing and Multimedia-based models and applications
	PLO4	Identify the computing needs to deliver appropriate solutions in a range of Computing and Multimedia contexts.
	PLO5	Communicate common knowledge orally and verbally to a limited range of audiences.
	PLO6	Define the competency requirements of Computing and Multimedia problems to provide and use an appropriate technology-oriented solution.
	PLO7	Develop interpersonal skills to work effectively as well as an active member of a team to perform a required task
	PLO8	Analyze a Computing and Multimedia systems, solutions and resources to meet desired needs in the working environment.
	PLO9	Explain ethical, social, cultural and organizational responsibilities on national and international levels
	PLO10	Apply entrepreneurial skills in identifying national and international impact of Computing and Multimedia on individuals, community and industry.
	PLO11	Identify the necessary requirements for, and be involved in continuing learning development in the domain of Computing and Multimedia. Mapping
<b>Advanced Diploma</b>	PLO1	Discuss procedural knowledge of the computing theories, concepts and techniques related to Computing and Multimedia at different levels of abstraction.
	PLO2	Employ current computing techniques, skills, and modern tools required for the Computing and Multimedia domain.
	PLO3	Apply numeracy and information technology skills in developing advanced Computing and Multimedia-based models and applications.
	PLO4	Analyze the computing needs to deliver appropriate solutions in a range of Computing and Multimedia contexts.
	PLO5	Communicate proficiently the essential knowledge orally and verbally to a wide range of audiences.
	PLO6	Classify the competency requirements of Computing and Multimedia problems to provide and employ an appropriate technology-oriented solution.
	PLO7	Develop effective interpersonal skills to work effectively as a part of the team as well as any other role within the team to perform a required task.
	PLO8	Deploy a Computing and Multimedia systems, solutions and resources to meet desired needs in the working environment.
	PLO9	Discuss ethical, social, cultural and organizational responsibilities on national and international levels.
	PLO10	Apply entrepreneurial skills in analyzing national and international impact of Computing and Multimedia on individuals, community and industry.
	PLO11	Identify, in details, the necessary requirements for, and be deeply involved in continuing learning development in the domain of Computing and Multimedia. Mapping
<b>Bachelor</b>	PLO1	Examine conceptual knowledge of the computing theories, concepts and techniques related to Computing and Multimedia at different levels of abstraction.
	PLO2	Utilize current computing techniques, skills, and modern tools required for the Computing and Multimedia domain.
	PLO3	Apply numeracy, algorithmic and information technology skills in developing Computing and Multimedia-based models and applications in a professional manner.
	PLO4	Formulate the computing needs to deliver appropriate solutions in a range of Computing and Multimedia contexts.
	PLO5	Communicate proficiently the advanced knowledge orally and verbally to a broad range of audiences.
	PLO6	Evaluate the competency requirements of Computing and Multimedia problems to propose and develop an appropriate technology-oriented solution
	PLO7	Function independently, self-managing and as an active member of a team to perform a required task.
	PLO8	Implement a Computing and Multimedia systems, solutions and resources to meet desired needs in the working environment.
	PLO9	Characterize ethical, social, cultural and organizational responsibilities on national and international levels.
	PLO10	Employ entrepreneurial skills in evaluating national and international impact of Computing and Multimedia on individuals, community and industry
	PLO11	Fulfil responsibility for, and be engaged in, managing the pathway and progress of their own self-development and learning in the domain of Computing and Multimedia.