

Faculty of FCIT Program

Computing and Multimedia
Learning Outcomes

Information Technology/ Computing and Multimedia – Diploma

Program Learning Outcomes (PLOs)		
PLO No	PLO Statement	PLO Characteristics
PLO1	Explain factual knowledge of computing theories, concepts, and techniques related to Computing and Multimedia at basic levels of abstraction.	Knowledge
PLO2	Apply basic computing techniques, skills, and tools commonly used in the Computing and Multimedia domain.	Skills
PLO3	Communicate simple ideas and knowledge in oral and written form to a limited range of audiences.	Communication Skills
PLO4	Apply numeracy and information technology skills in developing simple Computing and Multimedia-based models and applications.	Numeracy Skills
PLO5	Describe and analyze basic Computing and Multimedia systems and resources to address straightforward workplace needs.	ICT Skills
PLO6	Explain ethical, social, cultural, and organizational responsibilities in familiar contexts at national and international levels.	Ethical Awareness
PLO7	Demonstrate interpersonal skills to work effectively as part of a team under guidance.	Leadership and Teamwork
PLO8	Recognize entrepreneurial opportunities and their potential impact at local and organizational levels.	Entrepreneurial Skills
PLO9	Identify requirements for and participate in continuing learning and skill development within Computing and Multimedia.	Lifelong Learning Skills
PLO10	Identify computing needs to suggest appropriate solutions in routine Computing and Multimedia contexts.	Skills
PLO11	Define the competency requirements of Computing and Multimedia problems to provide or select a basic technology-oriented solution.	ICT Skills

Information Technology/ Computing and Multimedia – Bachelor

Program Learning Outcomes (PLOs)		
PLO No	PLO Statement	PLO Characteristics
PLO1	Examine Conceptual Knowledge of The Computing Theories, Concepts and Techniques Related to Computing and Multimedia at Different Levels of Abstraction.	Knowledge
PLO2	Utilize Current Computing Techniques, Skills, And Modern Tools Required for The Computing and Multimedia Domain.	Skills
PLO3	Communicate Proficiently the Advanced Knowledge Orally and In Written Form to A Broad Range of Audiences.	Communication Skills
PLO4	Apply Numeracy, Algorithmic and Information Technology Skills in Developing Computing and Multimedia -Based Models and Applications in A Professional Manner.	Numeracy Skills
PLO5	Formulate The Computing Needs to Deliver Appropriate Solutions in A Range of Computing and Multimedia Contexts.	ICT Skills
PLO6	Characterize Ethical, Social, Cultural and Organizational Responsibilities on National and International Levels.	Ethical Awareness
PLO7	Function Independently, Self-Managing and As an Active Member of a Team to Perform a Required Task.	Leadership and Teamwork
PLO8	Apply Entrepreneurial Skills in Identifying National and International Impact of Computing and Multimedia on Individuals, Community and Industry.	Entrepreneurial Skills
PLO9	Evaluate And Engage in Continuing Professional Development and Lifelong Learning Within the Computing and Multimedia Domain	Lifelong Learning Skills
PLO10	Evaluate The Competency Requirements of Networking and Database Problems to Propose and Develop an Appropriate Technology-Oriented Solution.	Skills
PLO11	Implement a Computing and Multimedia Systems, Solutions and Resources to Meet Desired Needs in the Working Environment.	ICT Skills