



BRANDMAN
University

CHAPMAN UNIVERSITY SYSTEM

2015-2016 Catalog Corrections/Addendum

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September 10, 2015—The following items below in red address correction of errors in the published 2015-16 catalog.

Undergraduate Credit-Hour Based Academic Policies and Procedures

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Academic Probation

The following is Brandman University's guidelines for satisfactory academic achievement in undergraduate programs. Please note that degree GPA requirements and some programs may specify more stringent policies. Please refer to appropriate degree and program sections.

A degree seeking undergraduate student whose overall GPA (includes Brandman institutional coursework and transfer coursework) falls below 2.0 **at the end of one enrolled session or whose session GPA falls below 2.0** at Brandman University will be placed on probation. Students on academic probation will be expected to consult with their advisor for guidance and assistance regarding improving their academic status.

Undergraduate Competency-Based Academic Policies and Procedures

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Administrative Withdrawals

Regular engagement with the learning materials is integral to students successfully completing the degree requirements. To ensure student success, Brandman requires that students maintain close contact with their academic coach. If a student is not connecting with competency course material for seven days, the academic coach immediately sends an email to the student requesting to schedule an appointment. Students who do not respond to this email or other phone outreach within the next seven days will be deemed inactive, reported to the coaching team manager, and the "Return to Title IV" process will begin. The coaching team manager and academic coach will contact inactive students via telephone and email during the next seven days and warn the students that continued inactivity will result in an administrative withdrawal.

Inactive students who fail to re-establish contact with the academic coach and the competency course material for 28 consecutive days will be administratively (unofficially) withdrawn from **the program Brandman University** on the next business day. The "Return to Title IV" process will begin after fourteen consecutive days without educational activity

School of Business and Professional Studies

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SUBDOMAIN: Security

~~CSCC 315~~ **CSCC 270** **Competency (Security):** Demonstrate an understanding of information system security, applications, and the tools used.

School of Education

Course Descriptions

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EDUU 558-Advanced Internship Seminar I

Co-requisite: EDMU 580, or EDSU 590, or EDTU 570 or EDTU 571, or EDTU 560.

This seminar course is taken concurrently with Supported Teaching I and provides interns with opportunities to integrate and reflect on knowledge and skills acquired during clinical practice experiences. The course focuses on researching and utilizing effective classroom management and teaching practices, designing curriculum, and using assessment data to inform instruction. An emphasis is placed on the candidate's ability to monitor the improvement of their own performance over time. The course also provides a forum for discussion and problem solving based on classroom experiences.

~~Graded on a Pass/No Pass basis.~~ 2 credits.

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EDUU 559-Advanced Internship Seminar II

Co-requisite: EDMU 580, or EDSU 590, or EDTU 570 or EDTU 571, or EDTU 560. This seminar course is taken concurrently with Supported Teaching I and provides interns with opportunities to engage in systematic inquiry into their own practice and conduct research on effective teaching practices that can be applied to the classroom. An emphasis is placed on engaging in professional development opportunities and expanding professional networks. The course also provides a forum for discussion and problem solving based on classroom experiences. ~~Graded on a Pass/No Pass basis.~~ 2 credits.

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY (COMPETENCY-BASED)

Colleges and universities traditionally award credit for classroom hours attended, conferring degrees based on students' completion of a certain set of courses for a given number of credit hours. The focus of a competency-based program is on the mastery of student learning outcomes – what they know and can do – rather than on how many hours, semesters, or years a student spends in school. A competency-based program allows students to demonstrate through assessments that they have acquired the set of competencies (levels of knowledge, skill, or ability) required for a particular degree including general education and the major. Some students have often acquired many of the knowledge, skills and abilities necessary for a degree through their life or previous work experience. Brandman University's competency-based BSIT program allows students to prove their competency through assessments thereby reducing the time needed to earn a degree.

This program of study emphasizes the foundations of Information Technology (IT) and the latest practical technologies. Students interested in working in the areas of IT analysis and design, network administration, information security management and/or IT project management would benefit from this degree program.

The quality focus of this degree program requires students to demonstrate mastery of all competencies required for the BS IT degree.

In addition to core class requirements derived from identified employer needs, the BSIT offers an Information Technology Generalist emphasis area.

BSIT Mission:

The Bachelor of Science in Information Technology (BSIT) prepares students for career opportunities, advancement, participation and service in a variety of 21st century IT specializations.

Brandman University Institutional Learning Outcomes:

The Brandman University competencies are based on the American Association of Colleges and Universities (AAC&U) Liberal Education and America's Promise (LEAP) Essential Learning Outcomes and the Lumina Degree Qualifications Profile (DQP). Of special importance in the framing of the DQP was recognition of graduates' need to prepare for jobs that are rapidly changing in today's contemporary workplace. The DQP framework provided Brandman a basis for establishing 21st century competencies for all of our baccalaureate students. As a result, the following Brandman institutional learning outcomes are threaded throughout the Brandman Competency-Based BBA program with a strong foundation built into the general education domain:

Applied Learning: Design a project, paper, performance, or other appropriate task linking knowledge skills from work, experiential learning, or community activities with knowledge acquired in academic disciplines.

Innovation and Creativity: Construct a novel or unique idea, question, format, or product.

Civic Engagement: Describe insights gained from engaging physically and/or intellectually with activities of personal and public concern that are both individually life enriching and socially beneficial to the community.

Global Cultures: Explain the relationship between a global issue and the history, values, politics, economy, communication styles, or beliefs and practices of one or more cultures affected by that issue.

Integrated Learning: Devise connections among experiences inside and outside the formal classroom, or connections among multiple fields of study.

BS in Information Technology Program Learning Outcomes:

- **Interpersonal Skills:** Demonstrate written and oral communication skills in collaborative environments.
- **Problem Solving:** Apply current IT tools and techniques to solve multi-faceted technological issues.
- **Professionalism and Ethics:** Engage in IT professional, ethical, legal, and social responsibilities and practices.
- **IT Integration:** Apply IT best practices and standards to integrate systems to address a business need.
- **Information Assurance:** Employ current information assurance principles to manage risk.

Degree Requirements:

The BS in Information Technology consists of three major components or domains:

- I. General Education (13 Competencies)
- II. Information Technology (IT) Core (18 Competencies)
- III. Emphasis Area: Information Technology Generalist (8 Competencies)

I. DOMAIN: General Education

The General Education Requirements at Brandman University provides the liberal arts tradition the intellectual foundation that enables students to expand their perspectives beyond the focus of a major. Brandman University graduates will be intellectually flexible, creative, articulate, and prepared for active and life-long participation in the knowledge-based world of 21st century. The Brandman University General Education requirements are comprised of 6 Subdomains and 13 Competencies:

SUBDOMAIN: Communications

COMC-410 Competency (Interpersonal Communications): Understand the skills required to interact effectively with others.

COMC-101 Competency (Oral Communications): Deliver a well-organized oral presentation using delivery techniques and supporting materials appropriate for the audience.

ENGC-110 Competency (Written Communications): Compose written arguments that are coherent, grammatically correct, and rhetorically aware.

SUBDOMAIN: Humanities

PHLC-110 Competency (Creative and Critical Thinking): Develop a creative solution to a historical, social, ethnic, economic, technological, and/or geographic problem.

HUMC-110 Competency (Disciplinary Relationships): Analyze relationships between disciplines such as history, literature, religion, philosophy, and the fine arts.

HUMC-115 Competency (Human Experience): Analyze the ways in which the human experience is influenced by historical, social, ethnic, economic, technological, and/or geographic contexts.

SUBDOMAIN: Information Literacy

LBSC-315 Competency (Information Literacy): Evaluate and cite various information resources necessary to complete an academic research project.

SUBDOMAIN: Natural Sciences

NSCC-115 Competency (Methods and Applications): Apply the principles, concepts, and methods of the natural sciences.

NSCC-110 Competency (Principles and Concepts): Understand the fundamental principles, concepts, and methods of the natural sciences.

SUBDOMAIN: Quantitative Reasoning

MATC-203 Competency (Quantitative Fluency, Level B): Apply the concepts of statistical reasoning, data analysis, modeling, and interpretation.

MATC-103 Competency (Quantitative Literacy, Level A): Explain accurate calculations and symbolic operations used to interpret social and economic trends.

SUBDOMAIN: Social Sciences

SOSC-110 Competency (Behavior and Cognition): Evaluate individual, organizational, and social behavior.

SOSC-115 Competency (Social Systems): Using a social systems perspective, investigate global problems and develop possible solutions.

II. DOMAIN: Information Technology Core

The Brandman University Information Technology Core requirements are comprised of 4 Subdomains and 18 Competencies.

SUBDOMAIN: Information Technology Foundations

CSCC-251 Competency (Computer Systems Architecture): Demonstrate an understanding of computer systems architecture.

CSCC-408 Competency (Database): Demonstrate an understanding of database systems, their applications and tools used to develop databases.

CSCC-200 Competency (Fundamentals of Information Technology): Develop an understanding of information technology fundamentals.

CSCC-353 Competency (Networking): Demonstrate an understanding of networks, and create a network.

CSCC-270 Competency (Security): Demonstrate an understanding of information system security, applications, and the tools used.

SUBDOMAIN: Information Technology Management

OLCC-350 Competency (Ethics and Social Responsibility): Describe the importance of ethical principles and social responsibility to business decisions.

CSCC-363 Competency (Information Management): Utilized industry best practices to manage and organize organization data and information.

OLCC-355 Competency (Organizational Dynamics): Demonstrate an understanding of the impact organizational dynamics has on performance.

CSCC-315 Competency (Organizations, Management, and the Networked Enterprise): Demonstrate an understanding of information systems in global business.

OLCC-414 Competency (Team Building): Demonstrate an understanding of the importance of team dynamics to organizational effectiveness, productivity, and communication within an organization.

SUBDOMAIN: Information Technology Operations

MATC 251 Competency (Discrete Mathematics): Identify fundamental concepts of discrete mathematics as they apply to computer programming techniques.

CSCC-497 Competency (Information Technology Capstone): Design an information technology solution for an enterprise-wide organizational need.

CSCC-361 Competency (Operating Systems): Troubleshoot and [utilize] modern operating systems in a variety of business settings.

CSCC-383 Competency (Project Management): Demonstrate an understanding of project management, applications and tools used.

CSCC-410 Competency (Systems Analysis and Design): Demonstrate an understanding of systems analysis and design, applications and tools used.

SUBDOMAIN: Software Development

CSCC-362 Competency (Fundamentals of Software Development): Recognize appropriate programming constructs utilized in the building, testing, and debugging of software programs.

CSCC-470 Competency (Mobile Development Fundamentals): Develop and deploy an effective mobile based program for the web and mobile devices.

CSCC-360 Competency (Web Design and Technologies): Utilize web development foundations and standards in the design, development and deployment of interactive web content.

III. DOMAIN: Information Technology Generalist Emphasis

The Brandman University Information Technology Generalist Emphasis requirements are comprised of 3 Subdomains and 8 Competencies.

SUBDOMAIN: Data Analysis

CSCC-477 Competency (Advanced Database Querying and Reporting): Utilize advanced administration techniques to manage database design, security, and architecture.

CSCC-478 Competency (Business Intelligence and Data Analytics): Transform data into meaningful and useful information for business analysis and reporting needs.

CSCC-420 Competency (Database Querying and Reporting): Develop database queries to manage tables and data using common SQL commands.

SUBDOMAIN: Leadership

HRCC-430 Competency (Conflict Management): Develop and apply conflict management skills in an organizational setting.

OLCC-325 Competency (Personal Leadership): Develop a personal philosophy of leadership through a personal assessment, and focused on personal and professional development.

SUBDOMAIN: Server Management

CSCC-475 Competency (Cloud Computing): Employ industry best practices in the development, maintenance, and deployment of cloud computing and virtualization technologies.

CSCC-476 Competency (Server & Desktop Virtualization): Utilize server virtualization technologies in the implementation and maintenance of virtualized desktops, servers, and network infrastructures.

CSCC-364 Competency (Server Administration): Use server administration techniques in the installation and maintenance of network infrastructure and directory services.

Credit for Industry Standard Information Technology Certification(s)

Brandman University accepts the following industry standard certification examinations for college credit.

Industry Standard Certification	Competency Equivalent
CompTIA IT Fundamentals	CSCC-200
MTA Database Fundamentals Topics (Exam 98-364)	CSCC-408
CompTIA A+ 220-901	CSCC-251
CompTIA A+ 220-902	CSCC-361
MTA Software Development Fundamentals (Exam 98-361)	CSCC-362
CIW Web Foundations Associate	CSCC-360

CIW Database Design Specialist	CSCC-363
CompTIA Projects+	CSCC-383
CompTIA Network+ Exam (Exam N10-006)	CSCC-353
Windows Server Admin Fundamentals (Exam 98-365)	CCSC-364
CompTIA Security+	CSCC-270
MCP: Server Virtualization (Exam 74-409)	CSCC-476
MCP: Querying Microsoft SQL Server 2012 (Exam 70-461)	CSCC-420
MTA HTML5 Application Dev Fundamentals (Exam 98-375)	CSCC-470