

## **General Education (Gen Ed) Computer Literacy (COMP LIT) Spring 2019**

**Any one of the following courses being offered Spring 2019 may be used to fulfil the Gen Ed Computer Literacy requirement:**

### **ARCH 102 Architectural Computing**

3 credits / 1 lecture hour / 4 lab hours

Students are introduced to computer drafting softwares and computer-related applications. They are exposed to the following architectural techniques: computer-aided drafting (CAD) concepts; three dimensional (3D) modeling; building information modeling (BIM) concepts and presentation techniques for analysing and representing the built environment.

*Prerequisite:* Admission to programme

### **CISB 100 Computer Literacy**

1 credit / 2 lecture hours

This course introduces students to the basic theoretical understanding of computing, popular productivity software and skills for working in an Internet or networked environment. Students receive hands-on practice.

*Prerequisite:* None

### **CISB 106 Computer Concepts and Applications I**

3 credits / 3 lecture hours

This course introduces students to computer-related techniques, terminologies, hardware, software and information processing. Students utilise computer concepts, skills, and productivity tools such as word processing, spreadsheet, database and presentation to create a variety of documents.

*Prerequisite:* Admission to programme

### **EDUC 100 Computer Literacy for Educators (*Education majors only*)**

3 credits / 2 lecture hours / 2 lab hours

This course introduces theoretical and practical skills of computing using operating systems tools and hardware. Students employ productivity applications and Internet environment in an integrated method and as standalone system to produce educational electronic resources. Concepts and terminology related to computer information processing for education settings are emphasized.

*Prerequisite:* Admission to programme

*Corequisite:* EDUC 111