ADDITIONAL FEES

All fees must be paid by cash, cashier's check, money order or credit card. All fees are non-refundable.

TESTING CENTER FEES

Accuplacer $25
ADN-A&P or Micro BiologyTest $25
CLEP Administration Fee $15
IC3 Test $32
Health Sciences Reasoning Test - Associate Degree $20
MOS Test $86
PROCTOR Fee $25
State Fire Certification Test $25
TEAS V Test $70
TCOLE Test $25
TSI Assessment Test $25

OTHER FEES

Alcohol Awareness Certification Replacement Fee $10
Coyote Card Replacement Fee $10
Fax Charges (per fax, unlimited pages) $2
International Processing Fee $50
Return Check Service Charge $25
Student Print/Copier Charge - Black & White per page ..... $.10
Student Print/Copier Charge - Color per page ..... $.15
Teacher Certification Application Fee $50
Three-Peat Fee (per semester hour) $50

LABORATORY FEES

ACCT	$24	2301, 2302
ACNT	$24	1311
AGAH	$24	2401
AGCR	$24	1307
AGEQ	$24	1301, 1311, 1315, 1319, 1350, 1391, 2311, 2386
AGRI	$24	1309, 1407, 1415, 1419, 2301,2303, 2304, 2313, 2321
ANTH	$24	2401
ARTC	$24	1313, 2331
ARTS	$24	1311, 1312, 1316, 1317, 2316, 2317, 2323, 2324, 2331, 2332
BCIS	$24	1305
BIOL	$24	1406, 1407, 1408, 1409, 1411, 1413, 2401, 2402, 2406, 2420, 2421
CDEC	$24	1318, 1394
CHEM	$24	1411, 1412, 2423, 2425
COMM	$24	1318, 1319, 1336, 2324, 2325
COSC	$24	1301
CPMT	$24	1351
CRTG	$24	1401, 1411, 2401
CSME	$24	1310, 1401, 1405, 1434, 1435, 1451, 1543, 1547, 1553, 2202, 2240, 2241, 2310, 2343, 2414, 2415, 2444, 2501, 2541
DEVR	$24	0100, 0301, 0302
DEVW	$24	0100, 0301, 0302
DIRW	$24	0301, 0302
DMSO	$24	1110, 1302, 1441, 2130, 2242, 2243, 2253, 2305
DRAM	$24	1120, 1121, 1330, 1341, 1342, 1351, 1352, 2120, 2121, 2331, 2351
DSAE	$24	1303, 1440, 2303, 2335, 2404
DSVT	$24	1300, 1364, 2335, 2461
EMSP	$24	1145, 1147, 1149, 1305, 1313, 1355, 1438, 1455, 1456, 1501, 2135, 2143, 2160, 2166, 2200, 2243, 2248, 2252, 2265, 2266, 2267, 2287, 2288, 2289, 2330, 2367, 2434, 2458, 2544

ENGL	$24	0100, 0301, 0302, 1070, 1370, 1371, 1372
ETWR	$24	1491
FIRS	$24	1301, 1313, 1319, 1323, 1329, 1407, 1433, 2344
FIRT	$24	1301, 1303, 1305, 1307, 1309, 1315, 1319, 1329, 1331, 1334, 1349, 1353, 1433, 2288, 2309, 2331, 2333
FREN	$24	1411, 1412
GAME	$24	1294, 1302, 1303, 1304, 1309, 1336, 2308
GEOL	$24	1403, 1404, 1447
HPRS	$24	1206, 2300, 2321
IMED	$24	1316
INEW	$24	2334
ITCC	$24	1314, 1340, 2312, 2313
ITNW	$24	1313, 1316, 1325
ITSC	$24	1316, 1391, 2321
ITSE	$24	1302, 1307, 1311, 1329, 1359, 2313, 2317, 2331
ITSW	$24	1304, 1307, 1391, 2334, 2337
KINE	$24	1100, 1101, 1102, 1104, 1105, 1106, 1107, 1108, 1109, 1110, 1111, 1112, 1113, 1114, 1115, 1116, 1117, 1118, 1121, 1122, 1123, 1124, 1129, 1130, 1131, 1134, 1135, 1136, 1138, 1139, 1140, 1141, 1150, 1151, 1152, 1164, 1214, 1238, 1251, 1252, 1301, 1304, 1306, 1308, 1321, 1322, 1338, 2100, 2101, 2104, 2105, 2106, 2107, 2109, 2110, 2111, 2112, 2113, 2116, 2117, 2118, 2121, 2122, 2123, 2124, 2129, 2130, 2131, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2150, 2151, 2155, 2156, 2251, 2255, 2356
MATH	$24	0301, 0314, 0332, 1312, 1314, 1316, 1324, 1325, 1332, 1350, 1351, 1370, 1371, 1414
MUSI	$24	1116, 1304, 1311, 2116, 2311
NCBO	$24	0100
OTHA	$24	1305, 1315, 1319, 1341, 1353, 1409, 2204, 2235, 2301, 2302 2305, 2309, 2330, 2331
PHRA	$24	1164, 1264, 1265, 1313, 1345, 1349, 1364, 1391, 2164, 2165, 2167, 2267, 2367
PHYS	$24	1401, 1402, 1403, 1404, 1411, 1412, 1415, 1417, 2425, 2426
PLAB	$24	1323, 1460, 1491
POFM	$24	1331, 2313
POFT	$24	1120, 1127, 1325, 1329, 2312
PTHA	$24	1225, 1301, 1405, 1413, 1431, 2201, 2301, 2431, 2435, 2509
RADR	$24	1313, 1409, 1411, 2305, 2331, 2335, 2401
READ	$24	0100, 0301, 0302, 1070, 1371
RNSG	$24	1118, 1161,1162, 1216, 1324, 1430, 1533, 1538, 2261, 2263, 2360, 2362, 2363, 2539
RSPT	$24	1160, 1201, 1207, 1410, 1411, 2139, 2147, 2231, 2261, 2353, 2355, 2358
SPAN	$24	1411, 1412
VNSG	$24	1360, 1361, 1362, 1400, 1423, 2331
VTHT	$24	1341, 1401, 1413, 2301, 2305, 2321, 2323, 2325

Not all classes listed are currently being offered. Laboratory Fees are subject to change without notice.

TUITION PAYMENT PLAN

To help students meet their educational expenses, Weatherford College offers a convenient online payment option. Students who choose to use the online payment option may select an installment plan and may choose to make payments from their checking or savings account or by Visa, MasterCard,

CERTIFICATE AND DEGREE CURRICULA

ACCOUNTING

www.wc.edu/programs

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Paula Roddy, Accounting/Business/Office Associate Professor/Advisor
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This program is designed to prepare students for various career opportunities in accounting, such as positions in accounting firms, industry or government. Emphasis is placed on internal accounting procedures and generally accepted accounting principles. This program is intended to provide a foundation on which the graduate can build an accounting career through expanded experience and/or further education.

Students planning to transfer to a four-year institution and/or become a Certified Public Accountant should follow the Associate of Science—Business Field of Study degree plan found in the Business Administration section.

CERTIFICATE PROGRAMS

ACCOUNTING FOUNDATION CERTIFICATE

16 semester hours required to complete

This certificate prepares students for the world of work in business, industry, and government. The certificate will give students background for an entry-level position as an accounting clerk, bookkeeper, accounts payable, accounts receivable, and other possible job positions in the accounting field. This certificate program can be used for completion of the Accounting A.A.S. degree.

ACNT	1303	Introduction to Accounting I	3
BUSG	1304	Introduction to Financial Advising	3
ACNT	1311	Introduction to Computerized Accounting	3
ACNT	1329	Payroll and Business Tax Accounting OR	
ACNT	1331	Federal Income Tax Accounting	3
POFT	1127*	Introduction to Keyboarding OR	
POFT	1120	Job Search Skills	1
HRPO	1311	Human Relations OR	
MRKG	1301	Customer Relationship Management	3
			TOTAL 16

* If student cannot type proficiently, recommend taking POFT 1127, Introduction to Keyboarding.

ACCOUNTING CERTIFICATE

30 semester hours required to complete

First Semester

ACNT	1303	Introduction to Accounting I	3
BUSG	1304	Introduction to Financial Advising	3
COSC	1301	Introduction to Computing OR	
BCIS	1305	Business Computer Applications	3
*ENGL	1301	Composition I OR	
*POFT	1301	Business English	3
HRPO	1311	Human Relations OR	
MRKG	1301	Customer Relationship Management	3
			Total 15

Second Semester

ACNT	1304	Introduction to Accounting II	3
ACNT	1311	Introduction to Computerized Accounting	3
ACNT	1329	Payroll and Business Tax Accounting OR	
ACNT	1331	Federal Income Tax Accounting	3
POFT	1325	Business Math Using Technology	3
ACNT	2288	Internship – Accounting	2
POFT	1120	Job Search Skills	1
			Total 15

*If student is not planning on obtaining Bachelor's degree, recommend taking POFT 1301.

DEGREE PROGRAM

ACCOUNTING A.A.S.

60 hours required to graduate

This program is designed to prepare students for various career opportunities in accounting, such as positions in accounting firms, industry, or government. Emphasis is placed on internal accounting procedures and generally accepted accounting principles. This program is intended to provide a foundation on which the graduate can build an accounting career through expanded experience and/or further education. Completion of the first two semesters leads to an award of an Accounting Clerk Certificate.

Students enrolling in accounting degree programs should make every possible effort to complete courses in the required sequence. When circumstances warrant deviation from prescribed plans, the department chair or one of the faculty advisors must be consulted for approval of changes including, but not limited to, substitution of courses, waiver of prerequisites, and permission to take courses.

First Semester

ACNT	1303	Introduction to Accounting I	3
BUSG	1304	Introduction to Financial Advising	3
COSC	1301	Introduction to Computing OR	
BCIS	1305	Business Computer Applications	3
*ENGL	1301	Composition I or	
*POFT	1301	Business English	3
HRPO	1311	Human Relations or	
MRKG	1301	Customer Relationship Management	3
			TOTAL 15

Second Semester

ACNT	1304	Introduction to Accounting II	3
ACNT	1311	Introduction to Computerized Accounting	3
ACNT	1329	Payroll and Business Tax Accounting OR	
ACNT	1331	Federal Income Tax Accounting	3
POFT	1325	Business Math using Technology	3
ACNT	2288	Internship – Accounting	2
POFT	1120	Job Search Skills	1
			TOTAL 15

Third Semester

BUSI	1301	Business Principles	3
ACCT	2301	Principles of Financial Accounting	3
BUSI	2301	Business Law	3
ECON	2301	Principles of Economics (Macro)	3
SPCH	13xx	Speech	3
			TOTAL 15

Fourth Semester

Elective		Language, Philosophy and Culture, or Creative Arts	3
Elective	X3XX	Math** or Life and Physical Sciences	3
Elective	X3XX	Behavioral Science/Social Science	3
ACCT	2302	Principles of Managerial Accounting	3
POFT	2312	Business Communications and Correspondence OR	
Elective	X3XX	Business***	3
			TOTAL 15

*If student is not planning on obtaining Bachelor's degree, recommend taking POFT 1301.
**MATH 1332 or higher
***Business elective may be from BMGT, BUSG, BUSI, HRPO, MRKG, POFT, or ITSW or a course approved by the department chair

Third Semester

RNSG	2539	Health Care Concepts IV	5
RNSG	2138	Professional Nursing Concepts IV	1
RNSG	2360	Clinical IV	3
Elective	X3XX	Language, Philosophy & Culture/Visual Arts	3
ENGL	1301	Composition I	3
			TOTAL 15

*Upon acceptance to the program and review of transcript the LVN is awarded 12 credits for Vocational Nursing coursework completed prior to beginning this track.

BUSINESS ADMINISTRATION

www.wc.edu/programs

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The objectives of this department are to make available to students courses at the freshman and sophomore levels which will transfer to the senior college of their choice; to provide training for those students who wish to develop a marketable skill for immediate employment; to provide for the needs of individuals wishing to upgrade their present skills and positions; and to provide all students with a background of business and career information for further study, further training, and citizenship.

CERTIFICATE PROGRAMS

BUSINESS FOUNDATION CERTIFICATE

16 hours to complete

ACNT	1303	Introduction to Accounting I	3
BUSG	1304	Introduction to Financial Advising	3
BUSI	1301	Business Principles	3
BMGT	1327	Principles of Management	3
MRKG	1301	Customer Relationship Management OR	
HRPO	1311	Human Relations	3
*POFT	1127	Introduction to Keyboarding OR	
POFT	1120	Job Search Skills	1
			TOTAL 16

*Recommended for students that do not type proficiently

BUSINESS ADMINISTRATION CERTIFICATE

33 hours to complete

First Semester

ACNT	1303	Introduction to Accounting I	3
BUSG	1304	Introduction to Financial Advising	3
BUSI	1301	Business Principles	3
*ENGL	1301	Composition I OR	
*POFT	1301	Business English	3
COSC	1301	Introduction to Computing OR	
BCIS	1305	Business Computer Applications	3
			TOTAL 15

Second Semester

POFT	1325	Business Math Using Technology	3
POFT	2312	Business Communications and Correspondence	3
MRKG	1311	Principles of Marketing	3
BMGT	1327	Principles of Management	3
MRKG	1301	Customer Relationship Management OR	
HRPO	1311	Human Relations	3
BMGT	2288	Internship	2
POFT	1120	Job Search Skills	1
			Total 18

*Students not planning on obtaining Bachelor's degree at a university, recommend taking POFT 1301.

DEGREE PROGRAMS

BUSINESS ADMINISTRATION A.A.S.

The Associate of Applied Sciences degree in Business Administration is designed for students seeking a broad program of study in all phases of business practices. The degree focuses not only at the core of management (principles of management, organizational behavior, and personnel administration) but also encompasses the critical areas of business operations (principles of marketing, accounting, and business law). This program is designed for the student who plans to start a business career after two years of concentrated study. Students seeking a four-year degree should follow the Business A.S. Degree Plan.

Program completion requires a field experience course in which students work 6 hours each week at an approved place of employment.

BUSINESS ADMINISTRATION A.A.S.

60 hours

First Semester

ACNT	1303	Introduction to Accounting I	3
BUSG	1304	Introduction to Financial Advising	3
BUSI	1301	Business Principles	3
ENGL	1301*	Composition I OR	
POFT	1301*	Business English	3
COSC	1301	Introduction to Computing OR	
BCIS	1305	Business Computer Applications	3
			TOTAL 15

Second Semester

POFT	1325	Business Math and Machine Applications	3
POFT	2312	Business Communications and Correspondence	3
MRKG	1311	Principles of Marketing	3
BMGT	1327	Principles of Management	3
MRKG	1301	Customer Relationship Management OR	
HRPO	1311	Human Relations	3
BMGT	2288	Internship	2
			TOTAL 17

Third Semester

ENGL	1301	Composition I OR	
ENGL	1302	Composition II OR	
Elective	X3XX	Business**	3
ACCT	2301	Principles of Financial Accounting	3
BUSI	2301	Business Law	3
ECON	2301	Principles of Economics (Macro)	3
SPCH	13XX	Speech	3
			TOTAL 15

Fourth Semester

ACCT	2302	Principles of Managerial Accounting	3
Elective	X3XX	Language, Philosophy and Culture or Creative Arts	3
Elective	X3XX	Math*** or Life and Physical Sciences	3
Elective	X3XX	Social/Behavioral Science	3
POFT	1120	Job Search Skills	1
			TOTAL 13

*Students not planning on obtaining Bachelor's degree at a university, recommend taking POFT 1301.
**Business Electives may choose from BMGT,BUSG, BUSI, HPRO, MRKG, POFT, or ITSW 2334, or any course approved by the department chair. Business Electives may be Business Electives or any Core Elective.
*** MATH 1332 or higher.

COMPUTER INFORMATION SYSTEMS

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The Computer Information Systems (CIS) component of the BCIS Department offers courses that lead to the award of five one-year certificates and one A.A.S. degree with four options. The certificates include Information Systems, Web Development, Database Programming, Gaming Design and Programming, and Networking Systems. The Information Technology A.A.S. degree includes options in Information Systems, Web Development, Database Programming and Gaming Design & Programming.

All courses are developed, approved, and implemented in coordination with the BCIS advisory committee, a body of professionals in business, information technology, and computer operations environments.

The curriculum mirrors local, regional, and statewide demands that lead to successful participation in a global economy. Students will be able to apply information processing techniques, demonstrate a basic understanding of application software, communicate effectively, and use the knowledge gained to master new, advanced computer techniques.

Courses fall into instructional areas that include the following:

• ARTC	Graphic Design
• BCIS	Business Computer Applications
• COSC	Computer Science
• CPMT	Computer Installation and Repair Technology/Technician
• GAME	Animation, Interactive Technology, Video Graphics and Special Effects
• IMED/INEW/ ITSC/ITSE	Web Page, Digital/Multimedia and Information Resources Design
• ITCC/ ITNW	Computer Systems Networking & Telecommunications
• ITSC	Computer & Information Sciences, General
• ITSE	Computer Programming/Programmer, General
• ITSE/ITSW	Data Modeling/Warehousing and Database Administration
• ITSY	Computer and Information Systems Security/ Information Assurance
• ITSW	Data Processing and Data ProcessingTechnology/ Technician
• POFT	Business/Office Automation/Technology/Data Entry

CERTIFICATE PROGRAMS

The Information Systems, Web Development, Database Programming, and Gaming Design and Programming certificate programs use specialized courses to help those students who want to study and develop skills that can also lead to award of the Information Technology A.A.S. degree.

The Networking Systems certificate contains courses for students who want to study and develop computer system network administration skills.

COMPUTER AND INFORMATION SCIENCES AND SUPPORT SERVICES

INFORMATION TECHNOLOGY

Information technology prepares students for proficiency in the use of computer system hardware and software. This course of study is for the person who wants to gain knowledge and skills for entry-level information technology positions in business and industry. Students must be proficient in keyboarding prior to enrolling in and pursuing this course of study.

INFORMATION SYSTEMS CERTIFICATE

29 semester hours required to complete

This certificate prepares students for proficiency in the use of computer software. Emphasis of the program is on a wide variety of application programs, a foundation in computer programming, and an introduction to mobile app development. This course of study is for the person who wants to gain knowledge and skills for entry-level positions in business and industry. Students must be proficient in keyboarding prior to enrolling in and pursuing this degree. Students who successfully complete the following courses can be awarded this certificate. This certificate program can also be used for completion of the Information Technology A.A.S. – Information Systems Option.

Students must adhere to prerequisite courses as described in the course descriptions in this catalog.

First Semester

BCIS	1305	Business Computer Applications	3
ARTC	1313	Digital Publishing I	3
IMED	1316	Web Design I	3
ITSC	2321	Integrated Software Applications II	3
ITSW	1304	Introduction to Spreadsheets	3
		TOTAL	15

Second Semester

ARTC	2313	Digital Publishing II	3
ITSC	1391	Special Topics in Computer & Information Sciences (App Development)	3
ITSW	2334	Advanced Spreadsheets	3
CPMT	1351	IT Essentials: Hardware and Software	3
ITSC	2286*	Internship, Computer and Information Sciences	2
		TOTAL	14

* Students work 6 hours each week at an approved place of employment.

WEB DEVELOPMENT CERTIFICATE

32 semester hours required to complete

This certificate gives students an introduction to software applications and instruction in designing and developing web sites using current technologies and authoring tools. Students are exposed to the latest technologies and development platforms. Moving beyond basic HTML, web development students learn how to use industry-standard software packages to create multimedia web presentations that work on any computer. Students also learn how to integrate databases into their projects, to create dynamic web environments that change at the direction of the end user. Students who successfully complete the following courses can be awarded this certificate. This certificate program can also be used for completion of the Information Technology A.A.S. – Web Development Option.

Students must adhere to prerequisite courses as described in the course descriptions in this catalog.

First Semester

ARTC	1313	Digital Publishing I	3
BCIS	1305	Business Computer Applications	3
ITSE	1329	Programming Logic and Design	3
ITSE	1311	Beginning Web Programming	3
IMED	1316	Web Design I	3
			TOTAL 15

Second Semester

ARTC	2313	Digital Publishing II	3
ITSW	2337	Advanced Database	3
ITSE	2313	Web Authoring	3
ITSC	1391	Special Topics in Computer & Information Sciences (App Development)	3
INEW	2334	Advanced Web Programming	3
ITSE	2286*	Internship, Computer Programming	2
			TOTAL 17

* Students work 6 hours each week at an approved place of employment.

DATABASE PROGRAMMING CERTIFICATE

32 semester hours required to complete

This certificate gives students knowledge of programming techniques required for database management. Students work with desktop database programs as well as client-server applications. Students will solve business computer problems through programming techniques and procedures, using appropriate languages and software. The primary emphasis of the curriculum is hands-on training in programming, database design, database application, web development and related computer areas that provide the ability to adapt as information systems evolve. Graduates should qualify for employment in business, industry, and government organizations as entry-level programmers, programmer trainees, software developers, database developers, software specialists, or information managers. Students who successfully complete the following courses can be awarded this certificate. This certificate program can also be used for completion of the Information Technology A.A.S. – Database Programming Option.

Students must adhere to prerequisite courses as described in the course descriptions in this catalog.

First Semester

BCIS	1305	Business Computer Applications	3
ITSE	1329	Programming Logic and Design	3
ITSE	1359	Introduction to Scripting Languages	3
ITSW	1307	Introduction to Database	3
ITSE	1311	Beginning Web Programming	3
		TOTAL	15

Second Semester

ITSC	1391	Special Topics in Computer & Information Sciences (App Development)	3
ITSE	2317	JAVA Programming	3
INEW	2334	Advanced Web Programming	3
ITSW	2337	Advanced Database	3
CPMT	1351	IT Essentials: Hardware and Software	3
ITSE	2286*	Internship, Computer Programming	2
		TOTAL	17

* Students work 6 hours each week at an approved place of employment.

GAMING DESIGN AND PROGRAMMING CERTIFICATE

29 semester hours required to complete

This certificate gives students knowledge of techniques required for software programming fundamentals and game software development. Students work with desktop game design programs as well as online gaming environments using appropriate languages and software.

The primary emphasis of the curriculum is hands-on training in game programming, game design, game development and related computer areas that provide the ability to adapt as gaming systems evolve. Students should qualify for employment in business and industry as entry-level gaming designers and programmers, gaming programmer or software development trainees. This certificate program can also be used for completion of the Information Technology A.A.S. – Gaming Design and Programming Option. Students who successfully complete the following courses can be awarded this certificate.

Students must adhere to prerequisite courses as described in the course descriptions in this catalog.

First Semester

BCIS	1305	Business Computer Applications	3
GAME	1303	Introduction to Game Design and Development	3
GAME	1294	Special Topics (Second Life)	2
GAME	1336	Introduction to 3-D Game Modeling	3
ITSE	1329	Programming Logic and Design	3
ITSE	1331	Introduction to Visual Basic Programming	3
COSC	1309	Logic Design	3
		TOTAL	15

Second Semester

GAME	1302	Interactive Storyboarding	3
GAME	1304	Level Design	3
GAME	2308	Portfolio for Game Development	3
ITSE	1302	Computer Programming	3
ITSE	2317	JAVA Programming	3
		TOTAL	15

NETWORKING SYSTEMS CERTIFICATE

25 semester hours required to complete

Upon completion of this certificate program, graduates will have the foundation knowledge of network operating systems, network hardware, network troubleshooting and network management. Graduates will have an understanding of the requirements for certification by network operating system vendors..

First Semester

ITCC	1314*	CCNA 1: Introduction to Networks	3
ITCC	1340*	CCNA 2: Routing and Switching Essentials	3
CPMT	1351	IT Essentials: PC Hardware and Software	3
ITNW	1325	Fundamentals of Networking Technologies	3
		TOTAL	12

Second Semester

ITCC	2312*	CCNA 3: Scaling Networks	3
ITCC	2313*	CCNA 4: Connecting Networks	3
ITNW	1313	Computer Virtualization	3
ITNW	1316	Network Administration	3
ITNW	2188**	Computer Networking Internship	1
		TOTAL	13

* Students must take these courses in sequence.

** Students work 7 hours each week at an approved place of employment.

DEGREE PROGRAMS

Students enrolling in any of the CIS degree programs should make every possible effort to complete courses in the required sequence. When circumstances warrant deviation from prescribed plans, the BCIS department chair or one of the faculty advisors must be consulted for approval of changes including, but not limited to, substitution of courses, waiver of prerequisites, and permission to take courses concurrently.

Upon completion of a two-year A.A.S. program, students will be competent in the understanding and practical use of computer systems and will be prepared to seek job opportunities in the following computer areas: production support specialist, database manager, computer systems analyst, operations analyst, or gaming specialist.

INFORMATION TECHNOLOGY A.A.S. – INFORMATION SYSTEMS OPTION

60 semester hours required to graduate

This degree prepares students for proficiency in the use of both computer hardware and software. Emphasis of the program is on a wide variety of application programs, a foundation in computer programming, and an introduction to computer hardware to include the networking of microcomputers. This course of study is for the person who wants to gain knowledge and skills for entry-level positions in business and industry. Students who successfully complete the following courses can be awarded this degree.

Students must adhere to prerequisite courses as described in the course descriptions in this catalog.

First Semester

BCIS	1305	Business Computer Applications	3
ARTC	1313	Digital Publishing I	3
IMED	1316	Web Design I	3
ITSC	2321	Integrated Software Applications II	3
ITSW	1304	Introduction to Spreadsheets	3
		TOTAL	15

Second Semester

ARTC	2313	Digital Publishing II	3
ITSC	1391	Special Topics in Computer & Information Sciences (App Development)	3
ITSW	2334	Advanced Spreadsheets	3
CPMT	1351	IT Essentials: Hardware and Software	3
ITSC	2286*	Internship, Computer and Information Sciences	2
		TOTAL	14

Third Semester

ENGL	1301	Composition I	3
MATH	1332	Contemporary Math or Higher	3
ITNW	1325	Fundamentals of Networking	3
ITSY	1300	Fundamentals of Information Security	3
Elective**	X3XX	Information Technology	3
		TOTAL	15

Fourth Semester

ITSC	1316	Linux Installation and Configuration	3
Elective	X3XX	Language, Philosophy & Culture OR Creative Arts	3
SPCH	X3XX	Choose one of the following: SPCH 1311 OR 1315	3
BMGT	1327	Principles of Management	3
POFT	1120	Job Search Skills	1
Elective	X3XX	Social/Behavioral Science	3
		TOTAL	16

* Students work 6 hours each week at an approved place of employment.

** Any course from any instructional area rubric listed in the CIS section of this catalog - this does not include COSC 1301.

INFORMATION TECHNOLOGY A.A.S. – WEB DEVELOPMENT OPTION

60 semester hours required to graduate

This degree gives students an introduction to software applications and instruction in designing and developing web sites using current technologies and authoring tools. Students are exposed to the latest technologies and development platforms. Moving beyond basic HTML, web development students learn how to use industry-standard software packages to create multimedia web presentations that work on any computer.

Students also learn how to integrate databases into their projects, to create dynamic web environments that change at the direction of the end user. Students who successfully complete the following courses can be awarded this degree.

Students must adhere to prerequisite courses as described in the course descriptions in this catalog.

First Semester

ARTC	1313	Digital Publishing I	3
BCIS	1305	Business Computer Applications	3
ITSE	1329	Programming Logic and Design	3
ITSE	1311	Beginning Web Programming	3
IMED	1316	Web Design I	3
		TOTAL	15

Second Semester

ARTC	2313	Digital Publishing II	3
ITSW	2337	Advanced Database	3
ITSE	2313	Web Authoring	3
ITSC	1391	Special Topics in Computer & Information Sciences (App Development)	3
INEW	2334	Advanced Web Programming	3
ITSE	2286*	Internship, Computer Programming	2
		TOTAL	17

Third Semester

CPMT	1351	IT Essentials: Hardware and Software	3
ENGL	1301	Composition I	3
MATH	1332	Contemporary Math or Higher	3
Elective**	X3XX	Information Technology	3
ITSY	1300	Fundamentals of Informational Security	3
		TOTAL	15

Fourth Semester

Elective	X3XX	Language, Philosophy & Culture OR Creative Arts	3
SPCH	X3XX	Choose one of the following: SPCH 1311 OR 1315	3
POFT	1120	Job Search Skills	1
ITSC	1316	Linux Installation and Configuration	3
Elective	X3XX	Social/Behavioral Science	3
		TOTAL	13

* Students work 6 hours each week at an approved place of employment.

** Any course from any instructional area rubric listed in the CIS section of this catalog - this does not include COSC 1301.

INFORMATION TECHNOLOGY A.A.S. – DATABASE PROGRAMMING OPTION

60 semester hours required to graduate

This degree gives students substantial knowledge of programming techniques required for database management. Students work with desktop database programs as well as client-server applications. Students will solve business computer problems through programming techniques and procedures, using appropriate languages and software.

The primary emphasis of the curriculum is hands-on training in programming, database design, database application, web development and related computer areas that provide the ability to adapt as information systems evolve. Graduates should qualify for employment in business, industry, and government organizations as entry-level programmers, programmer trainees, software developers, database developers, software specialists, or information managers. Students who successfully complete the following courses can be awarded this degree.

Students must adhere to prerequisite courses as described in the course descriptions in this catalog.

First Semester

BCIS	1305	Business Computer Applications	3
ITSE	1329	Programming Logic and Design	3
ITSE	1359	Introduction to Scripting Languages	3
ITSW	1307	Introduction to Database	3
ITSE	1311	Beginning Web Programming	3
		TOTAL	15

Second Semester

ITSC	1391	Special Topics in Computer and Information Sciences (App development)	3
ITSE	2317	Java Programming	3
INEW	2334	Advanced Web Programming	3
ITSW	2337	Advanced Database	3
CPMT	1351	IT Essentials: Hardwards and Software	3
ITSE	2286*	Internship, Computer Programming	2
		TOTAL	17

Third Semester

ITSY	1300	Fundamentals of Information Security	3
INEW	2338	Advanced JAVA Programming	3
ENGL	1301	Composition I	3
MATH	1332	Contemporary Math or Higher	3
Elective	X3XX	Social/Behavioral Science	3
		TOTAL	15

Fourth Semester

ITSE	1302	Computer Programming	3
ITSC	1316	Linux Installation and Configuration	3
Elective	X3XX	Language, Philosophy & Culture OR Creative Arts	3
SPCH	X3XX	Choose one of the following: SPCH 1311 OR 1315	3
POFT	1120	Job Search Skills	1
		TOTAL	13

* Students work 6 hours each week at an approved place of employment.

INFORMATION TECHNOLOGY A.A.S. – GAMING DESIGN AND PROGRAMMING OPTION

60 semester hours required to graduate

This degree gives students substantial knowledge of techniques required for software programming fundamentals. The primary emphasis of the curriculum is hands-on training enabling students to enter the programming field with skills to support jobs with advanced C++ programming, graphic design, and artificial intelligence demands. Students will use these skills to obtain jobs and to advance to better positions in their current jobs at some of the top companies. Students who successfully complete the following courses can be awarded this degree.

Students must adhere to prerequisite courses as described in the course descriptions in this catalog.

First Semester

BCIS	1305	Business Computer Applications	3
GAME	1294	Special Topics (Second Life)	2
GAME	1303	Introduction to Game Design & Development	3
GAME	1336	Introduction to 3-D Game Modeling	3
ITSE	1329	Programming Logic and Design	3
		TOTAL	14

Second Semester

GAME	1302	Interactive Storyboarding	3
GAME	1304	Level Design	3
GAME	2308	Portfolio of Game Development	3
ITSE	1302	Computer Programming	3
ITSE	2317	Java Programming	3
		TOTAL	15

Third Semester

GAME	1309	Introduction to Animation Programming	3
ITSE	1307	Introduction to C++ Programming	3
ITSE	1359	Introduction to Scripting Languages	3
ENGL	1301	Composition I	3
MATH	1332	Contemporary Math or Higher	3
		TOTAL	15

Fourth Semester

ARTC	2313	Digital Publishing II OR	
ITSC	1391	Special Topics in Computer & Information Sciences (App Development)	3
ITSE	2331	Advanced C++ Programming	3
Elective	X3XX	Language, Philosophy & Culture OR Creative Arts	3
Elective	X3XX	Social/Behavioral Science	3
SPCH	X3XX	SPCH 1311 or SPCH1315	3
POFT	1120	Job Search Skills	1
		TOTAL	16

(3-3-0)

Modern introductory course dealing with the compounds of carbon. Special emphasis will be given to the study of functional groups, their reactions and mechanisms. Includes theory and practice of spectral analysis by infrared, ultraviolet, and nuclear magnetic resonance spectroscopy. Theory and practice of analysis by gas chromatography. Prerequisites: CHEM 1411 and CHEM 1412. Three hours lecture and three hours lab per week.

COSC/Computer Science

COSC 1301/ ITSC 1301 - Introduction to Computing (11.0101.51 07) 3 semester hours (2-4-0)

Overview of computer systems hardware, operating systems, the internet, and application software, including word processing, spreadsheets, presentation graphics, and databases. Current topics such as the effect of computers on society, and the history and use of computers in business, educational, and other interdisciplinary settings are also studied. This course is not intended to count toward a student's major field of study in business or computer science. NOTE: This course is NOT recommended for business, mathematics and computer science majors. Prerequisite: Keyboarding proficiency. Two hours lecture and four hours lab per week.

CPMT/Computer Installation and Repair Technology/ Technician

CPMT 1351 – I T Essentials: P C Hardware and Software (47.0104) 3 semester hours (2-4-0)

An introduction to the computer hardware and software skills needed to help meet the growing demand for entry-level information and communication technology (ICT) professionals. The curriculum covers the fundamentals of PC technology, networking, and security, and also provides an introduction to advanced concepts. Hands-on labs and Virtual Laptop and Virtual Desktop learning tools help students develop critical thinking and complex problem-solving skills. Cisco Packet Tracer simulation-based learning activities promote the exploration of network and networking security concepts and allow students to experiment with network behavior. Two hours lecture and four hours lab per week.

CJLE/Basic Peace Officer (Law Enforcement Academy)

CJLE 1506 – Basic Peace Officer (43.0107)

Basic preparation for a new peace officer. Should be taken in conjunction with Basic Peace Officer II, III, IV, and V (supplement) to satisfy the Texas Commission on Law Enforcement (TCOLE) approved Basic Peace Officer Training Academy.

CJLE 1512 – Basic Peace Officer II (43.0107)

Continuing Education Course: Basic preparation for a new peace officer. Should be taken in conjunction with Basic Peace Officer I, III, IV, and V (supplement) to satisfy the Texas Commission on Law Enforcement (TCOLE) approved Basic Peace Officer Academy.

CJLE 1518 – Basic Peace Officer III (43.0107)

Basic preparation for a new peace officer. Should be taken in conjunction with Basic Peace Officer I, II, IV, and V (supplement) to satisfy the Texas Commission

IMED, INEW, ITSE/Web Page, Digital/Multimedia and Information Resources Design

IMED 1316 – Web Design I (11.0801) 3 semester hours (2-4-0)

Instruction in web design and related graphic design, including mark-up languages and browsers. Prerequisites: None. Two hours lecture and four hours lab per week.

INEW 2334 – Advanced Web Programming (11.0801) 3 semester hours (2-4-0)

Web programming using industry-standard languages and data stores. Prerequisites: Any lower level programming course or consent of department chair or faculty. Two hours lecture and four hours lab per week.

ITSE 1311 – Beginning Web Programming (11.0801) 3 semester hours (2-4-0)

Skills development in web page programming including mark-up and scripting languages. Prerequisites: None. Two hours lecture and four hours lab per week.

ITSE 2313 – Web Authoring (11.0801) 3 semester hours (2-4-0)

Instruction in designing and developing web pages that incorporate text, graphics, and other supporting elements using current technologies and authoring tools. Prerequisites: IMED 1316 or consent of department chair or faculty. Two hours lecture and four hours lab per week.

ITCC, ITNW/Computer Systems Networking & Telecommunications

ITCC 1314 – CCNA 1: Introduction to Networks (11.1002) 3 semester hours (2-4-0)

This course covers networking architecture, structure, and functions; introduces the principles and structure of IP addressing and the fundamentals of Ethernet concepts, media, and operations to provide a foundation for the curriculum. Two hours lecture and four hours lab per week.

ITCC 1340 – CCNA 2: Routing and Switching Essentials (11.1002) 3 semester hours (2-4-0)

Describes the architecture, components, and basic operation of routers and explains the basic principles of routing and routing protocols. It also provides an in-depth understanding of how switches operate and are implemented in the LAN environment for small and large networks. Two hours lecture and four hours lab per week.

ITCC 2312 – CCNA 3: Scaling Networks (11.1002) 3 semester hours (2-4-0)

CCNA R&S: Scaling Networks (ScaN) covers the architecture, components, and operations of routers and switches in larger and more complex networks. Students learn how to configure routers and switches using advanced protocols. Two hours lecture and four hours lab per week.

ITCC 2313 – CCNA 4: Connecting Networks (11.1002) 3 semester hours (2-4-0)

WAN technologies and network services required by converged applications in a complex network; enables students to understand the selection criteria of network devices and WAN technologies to meet network requirements. Two hours lecture and four hours lab per week.

ITNW 1313 – Computer Virtualization (11.0901) 3 semester hours (2-4-0)

Implement and support virtualization of clients of servers in a networked computing environment. This course explores installation, configuration, and management of computer virtualization workstation and servers. Prerequisites: None. Two hours lecture and four hours lab per week.

ITNW 1316 – Network Administration (11.0901) 3 semester hours (2-4-0)

An introduction to network administration. Prerequisites: ITNW 1325. Two hours lecture and four hours lab per week.

ITNW 1325 – Fundamentals of Networking Technologies (11.1002) 3 semester hours (2-4-0)

Instruction in networking technologies and their implementation. Topics include the OSI reference model, network protocols, transmission media, and networking hardware and software. Corequisites: CPMT 1351 and keyboarding proficiency. Two hours lecture and four hours lab per week.

ITNW 2188 – Computer Network Internship (11.0901) 2 semester hours (0-0-48)

A work-based learning experience that enables the student to apply specialized occupational theory, skills and concepts. A learning plan is developed by the college and the employer. Student is required to obtain appropriate paid or unpaid employment. The student must have at least 3 work hours per week.

ITSC/Computer & Information Sciences

ITSC 1316 – Linux Installation and Configuration (11.0101) 3 semester hours (2-4-0)

Introduction to Linux operating system. Includes Linux installation, basic administration, utilities and commands, upgrading, networking, security, and application installation. Emphasizes hands-on setup, administration, and management of Linux. Prerequisites: None. Two hours lecture and four hours lab per week.

ITSC 1391 – Special Topics in Computer and Information Sciences, General (App Development) (11.0101) 3 semester hours (2-4-0)

Topics address recently identified current events, skills, knowledge, and/or attitudes and behaviors pertinent to the technology or occupation and relevant to the professional development of the student. This course was designed to be repeated multiple times to improve student proficiency. Prerequisites: Will vary depending on the topics covered. Two hour lecture and four hours lab per week.

ITSC 2286 – Internship, Computer and Information Sciences, General (11.0101) 2 semester hour (0-0-6)

A work-based learning experience that enables the student to apply specialized occupational theory, skills and concepts. A learning plan is developed by the college and the employer. Prerequisites: Completion of two core courses in a related program. Six hours work per week. Student is required to obtain appropriate paid or unpaid employment.

ITSC 2321 – Integrated Software Applications II (11.0101) 3 semester hours (2-4-0)

Intermediate study of computer applications from business productivity software suites. Instruction in embedding data and linking and combining documents using word processing, spreadsheets, databases, and/or presentation media software. Three hours lecture and three hours lab per week.

INEW, ITSE/Computer Programming/ Programmer, General

INEW 2338 - Advanced Java Programming (11.0201) 3 semester hours (2-4-0)

A continuation of Java programming techniques such as servlets, and advanced graphical functions. Prerequisite: ITSE 2317. Two hours lecture and four hours lab per week.

ITSE 1302 – Computer Programming (11.0201) 3 semester hours (2-4-0)

Introduction to computer programming including design, development, testing, implementation, and documentation. Prerequisites: ITSE 1329. Keyboarding proficiency required. Two hours lecture and four hours lab per week.

ITSE 1307 – Introduction to C++ Programming (11.0201) 3 semester hours (2-4-0)

Introduction to computer programming using C++. Emphasis on the fundamentals of object-oriented design with development, testing, implementation, and documentation. Includes language syntax, data and file structures, input/output devices, and files. Prerequisites: ITSE 1302 or consent of department chair or faculty. Keyboarding proficiency required. Two hours lecture and four hours lab per week.

ITSE 1329 – Programming Logic and Design (11.0201) 3 semester hours (3-0-0) Formerly COSC 1309

Problem-solving applying structured techniques and representation of algorithms using design tools. Includes testing, evaluation, and documentation. Three hours lecture per week.

ITSE 1359 – Introduction to Scripting Languages (11.0201) 3 semester hours (2-4-0)

Introduction to scripting languages including basic data types, control structures, regular expressions, input/output, and textual analysis. Prerequisites: ITSE 1329. Keyboarding proficiency required. Two hours lecture and four hours lab per week.

ITSE 2286 – Internship, Computer Programming/Programmer (11.0201) 2 semester hours (0-0-6)

A work-based learning experience that enables the student to apply specialized occupational theory, skills and concepts. A learning plan is developed by the college and the employer. Prerequisites: Completion of two core courses in a related program. Six hours work per week. Student is required to obtain appropriate paid or unpaid employment.

ITSE 2317 – JAVA Programming (11.0201) 3 semester hours (2-4-0)

Introduction to object-oriented Java programming including the fundamental syntax and semantics. Prerequisites: ITSE 1329 or consent of department chair or faculty. Keyboarding proficiency required. Two hours lecture and four hours lab per week.

ITSE 2331 – Advanced C++ Programming (11.0201) 3 semester hours (2-4-0)

C++ programming techniques including file access, abstract data structures, class inheritance, and other advanced techniques. Prerequisites: ITSE 1307. Keyboarding proficiency required. Two hours lecture and four hours lab per week.

ITSW/Data Modeling/Warehousing and Database Administration

ITSW 1307 – Introduction to Database (11.0802) 3 semester hours (2-4-0)

Introduction to database theory and the practical applications of a database. Prerequisites: None. Two hours lecture and four hours lab per week.

ITSW 2337 – Advanced Database (11.0802) 3 semester hours (2-4-0)

Advanced concepts of database design and functionality. Prerequisites: ITSW 1307. Keyboarding proficiency required. Two hours lecture and four hours lab per week.

ITSW/Data Processing and Data Processing Technology/Technician

ITSW 1304 – Introduction to Spreadsheets (11.0301) 3 semester hours (2-4-0)

Introduction to the concepts, procedures, and application of electronic spreadsheets. Prerequisites: None. Two hours lecture and four hours lab per week.

ITSW 1391 – Special Topics in Data Processing Technology/Technician (11.0301) 3 semester hours (2-4-0)

Topics address recently identified current events, skills, knowledge, and/or attitudes and behaviors pertinent to the technology or occupation and relevant to the professional development of the student. This course was designed to be repeated multiple times to improve student proficiency. Prerequisites: Will vary depending on topics covered. Keyboarding proficiency required. Two hours lecture and four hours lab per week.

ITSW 2334 – Advanced Spreadsheets (11.0301) 3 semester hours (2-4-0)

Advanced techniques for developing and modifying spreadsheets. Includes macros and data analysis functions. Prerequisites: ITSW 1304. Two hours lecture and four hours lab per week.

ITSY/Computer and Information Systems Security/Information Assurance

ITSY 1300 – Fundamentals of Information Security (11.1003) 3 semester hours (3-0-0)

An introduction to information security including vocabulary and terminology, ethics, the legal environment, and risk management. Identification of exposures and vulnerabilities and appropriate countermeasures are addressed. The importance of appropriate planning, policies and controls is also discussed. Three lecture hours per week.

KINE/Kinesiology Activity

Courses are designed to meet Kinesiology elective requirements.

KINE 1100 – Table Tennis (36.0108.51 23) 1 semester hour (0-3-0)

An introduction to the game of table tennis. Use and care of the equipment and game strategies will be introduced as well as Table Tennis as a lifelong activity. National Table Tennis rules will be stressed.

PLAB 1460 – Clinical (51.1009) 4 semester hours (0-0-19)

Clinical internship enables the student to apply specialized laboratory knowledge and skills in a clinical setting. Direct supervision is provided by clinical laboratory professionals. Corequisites: HPRS 1206, HPRS 2323, PLAB 1491 and PLAB 1323. 19 contact hours per week.

POFT/Office Technology

Web-enhanced online formats exist for almost all office course listings. Students may tour POFT online courses by going to www.wc.edu – click on online courses, then Office Technology.

POFT 1120–Job Search Skills (52.0401) 1 semester hour (0-2-0)

Skills to seek and obtain employment in business and industry. Two hours lab per week.

POFT 1127 – Introduction to Keyboarding (52.0408) 1 semester hour (0 -2- 0)

Skill development in keyboarding techniques. Emphasis on the development of acceptable speed and accuracy. Two hours lab per week.

POFT 1301 – Business English (52.0501) 3 semester hours (3-0-0)

Introduction to a practical application of basic language usage skills with emphasis on fundamentals of writing and editing for business. Three hours lecture per week

POFT 1325 – Business Math Using Technology (52.0408) 3 semester hours (3-0-0)

Skill development in business math problem-solving using electronic technology. Three hours lecture per week.

POFT 1329 – **Beginning Keyboarding** (52.0408) 3 semester hours (2-4-0)

Skill development keyboarding techniques. Emphasis on development of acceptable speed and accuracy levels and formatting basic documents. For students who have had no or limited keyboarding instruction. Two hours lecture and four hours lab per week.

POFT 2312 – Business Correspondence and Communication(52.0501) 3 semester hours (3-0-0)

Development of writing and presentation skills to produce effective business communications. Suggested prerequisite: POFT 1301. Keyboarding skills required. Three hours lecture per week.

PSYC/Psychology

PSYC 2301 – General Psychology (42.0101.51 25) 3 semester hours (3-0-0)

General Psychology is a survey of the major psychological topics, theories and approaches to the scientific study of behavior and mental processes. Three hours lecture per week.

PSYC 2306 – Human Sexuality (42.0101.53 25) 3 semester hours (3-0-0)

Study of the psychological, sociological, and physiological aspects of human sexuality. Presents current theories and contemporary research as it impacts current understanding of human sexuality. Principles and issues of human sexuality are presented from a scientific perspective with the intent to educate adults on the fundamental facts of life. Three hours lecture per week.

PSYC 2307 – Adolescent Psychology I (42.2703.51 25) 3 semester hours (3-0-0)

Adolescent psychology deal with the issues and challenges of the adolescent