

MABALACAT CITY COLLEGE

Dolores, Mabalacat, Pampanga

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY

CMO No. 25 Series 2015

Date of Effectivity A.Y. 2018-2019

First Year									
First Semester					Second Semester				
Grade	Code	Course Description	PreReq	Units	Grade	Code	Course Description	PreReq	Units
	ICOMP	Introduction to Computing	None	2/1		PROG2	Programming 2	None	2/1
	PROG1	Programming	None	2/1		MMS	Multimedia Systems	None	2/1
	ITESS	IT Essentials	None	2/1		WEBDEV	Web Applications and Development	WEBTECH	2/1
	WEBTECH	Web systems and Technologies	None	2/1		HCI	Human and Computer Interaction	None	2/1
	GEC107	Science, Technology, and Society with Family Planning and GAD	None	3		RIZAL	Life and Works of Rizal	None	3
	GEC105	Mathematics in the Modern World	None	3		GEC102	Readings in the Philippine History w/Constitution and Taxation and Agrarian Reform	None	3
	GEC101	Understanding the Self	None	3		GEC103	Purposive Communication	None	3
	MCC101	Mabalacat Studies: History, Culture and Arts	None	2		MCC102	Mabalacat City College in Philosophical Foundations	None	2
	PE1	Movement Enhancement	None	2		PE2	Fitness Exercises	None	2
	NSTP1	NSTP1	None	3		NSTP2	NSTP 2	None	3
	GPA	TOTAL UNITS		28		GPA	TOTAL UNITS		28
	Evaluated by: _____					Evaluated by: _____			

Second Year									
First Semester					Second Semester				
Grade	Code	Course Description	PreReq	Units	Grade	Code	Course Description	PreReq	Units
	ACCTNA	Accounting for Non-Accountants	None	3		COMORG	Computer Organization and Architectures	ICOMP	2/1
	OOP	Object-Oriented Programming	Prog2	2/1		OS	Operating System Principles	None	2/1
	DBASE	Database Management System	ICOMP	2/1		DBASE2	Advanced Database Management System	DBASE	2/1
	NET1	Networking 1	ITESS	2/1		NET2	Networking 2	NET1	2/1
	ADET	App Dev't and Emerging Technologies	2ND YR.	2/1		SAD	Systems Analysis and Design	None	3
	WEBPROG	Web Programming	WEBDEV	2/1		IGAMEC	Introduction to Game Development	None	3
	TECHWIT	Technical Writing for IT	GEC101	3		KOMFIL	Kontekswalisadong Komunikasyon sa Filipino	None	3
	GEC104	The Contemporary World	None	3		PDPR	Personality Development and Public Relations	2nd Yr.	3
	GEC106	Art Appreciation	None	3		PHY	Physics	None	3
	PE3	Physical Activities towards Health and Fitness I	None	2		PE4	Physical Activities towards Health and Fitness II	None	2
	GPA	TOTAL UNITS		29		GPA	TOTAL UNITS		29
	Evaluated by: _____					Evaluated by: _____			

Third Year									
First Semester					Second Semester				
Grade	Code	Course Description	PreReq	Units	Grade	Code	Course Description	PreReq	Units
	DSMATH	Discrete Mathematics	None	3		DSTRUCT	Discrete Structures and Algorithms	DSMATH	2/1
	2D/3DM	2D/3D Multimedia Systems	MMS	2/1		NET4	Networking 4	NET1	2/1
	NET3	Networking 3	NET2	2/1		MODEV	Mobile Game Development	OOP	2/1
	SE	Software Engineering with SQA	SAD	2/1		CAP1	Capstone Project 1	SE	3
	FILDIS	Filipino sa Iba't-ibang Disiplina	KOMFIL	3		PM	Project Management	SE	3
	ITELE1	IT Elective 1	****	2/1		ITEELE4	IT Elective 4	****	2/1
	ITELE2	IT Elective 2	****	2/1		ITEELE5	IT Elective 5	****	2/1
	ITELE3	IT Elective 3	****	2/1		ITEELE6	IT Elective 6	****	2/1
	MAD	Mobile Applications Development	OOP	2/1		ENTREPM	Entrepreneurial Mind	None	3
	GPA	TOTAL UNITS		27		GPA	TOTAL UNITS		27
	Evaluated by: _____					Evaluated by: _____			

Fourth Year									
First Semester					Second Semester				
Grade	Code	Course Description	PreReq	Units	Grade	Code	Course Description	PreReq	Units
	CAP2	Capstone Project 2	CAP 1	3		ITOJT	IT On-the-Job Training (500 hours)	***	9
	SEO	Search Engine Organization	4TH YR	2/1		TECHNO2	Technopreneurship 2	TECHNO1	3
	TECHNO1	Technopreneurship 1	4TH YR	3		SIPP	Social Issues and Professional Practices	None	3
	GEC108	Ethics	4TH YR	3					
	GPA	TOTAL UNITS		12		GPA	TOTAL UNITS		15
	Evaluated by: _____					Evaluated by: _____			

Electives for Web Dev't	Game Frameworks*, Web Security**, Semantic Web**, Cloud Computing**, Internet of Things**, Artificial Intelligence**, Data Warehousing**, Mobile Web Applications**, Web Server and Cloud Technologies**, Advanced Dynamic Web Applications**
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Electives for Game Dev't.	Game Intelligence, Game Programming using C#, Database Concepts for Game Developers, HTML5 Game Analysis and Design, Advance 2D/3D Animation, Game Production and the Game Industry, Game Production Management
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Bridging Courses	Advanced Productivity Tools, Calculus 1, Calculus 2
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Prepared by: Gloria R. Policarpio

Source: Curriculum Contents Noted by CHEDRO III

