

## TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES Quezon City

## 2018 CURRICULUM FOR BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY (BSIT)

IMPORTANT: Registration in any course/s without all the pre-requisite/s, correct sequence and authorized load shall not be given any credit regardless of the grade/s obtained.

NAME : \_\_\_\_\_\_\_STUDENT NO : \_\_\_\_\_

COURS	SE CODE	DESCRIPTIVE TITLE	LEC HOURS	LAB HOURS	CREDIT UNITS	PRE-REQUISITE(S)/CO-REQUISITE
FIRST YEAR	R, FIRST SEM	ESTER (17 UNITS)				-
GEC	002	Readings in Philippine History	3	0	3	
GEC	004	Mathematics in the Modern World	3	0	3	
ITE	011	Introduction to Computing	2	3	3	
ITE	001	Computer Programming 1	2	3	3	
MATH	013A	Linear Algebra	3	0	3	
PE	001	Physical Activities Toward Health and Fitness 1 (PATHfit 1)	2	0	2	
NSTP	001	National Service Training Program 1	(3)	0	(3)	
		TOTAL	15	6	17	
	1	EMESTER ( 20 UNITS )				
GEC	001	Understanding the Self	3	0	3	
GEC	005	Purposive Communication	3	0	3	
GEC	006	Art Appreciation	3	0	3	
MATH	006	Discrete Mathematics	3	0	3	
ITE	012	Computer Programming 2	2	3	3	ITE 001(P)
ITE	010	Introduction to Human Computer Interaction	2	3	3	ITE 001(P)
PE	002	Physical Activities Toward Health and Fitness 2 (PATHfit 2)	2	0	2	PE 001(P)
NSTP	002	National Service Training Program 2	(3)	0	(3)	NSTP 001(P)
		TOTAL	18	6	20	
SECOND YE	AR, FIRST S	EMESTER ( 20 UNITS )				-
CS	201	Data Structures and Algorithms	2	3	3	ITE 012(P)
IT	004	Web Systems and Technologies	2	3	3	
BIO	001	Modern Biology	2	3	3	
PE	003	Physical Activities Toward Health and Fitness 3 (PATHfit 3)	2	0	2	PE 001(P) PE 002(P)
GEC	007	Science, Technology, and Society	3	0	3	
IE	301B	Applied Statistics	2	3	3	MATH 013A(P)
FELEC	001	Prof. Elective 1	2	3	3	See track for pre-requisite(s)
		TOTAL	15	15	20	
SECOND YE	AR, SECONE	SEMESTER (23 UNITS)				
SOCSC	005	Life and Works of Rizal	3	0	3	
GEC	003	The Contemporary World	3	0	3	
ITE	014	Information Management	2	3	3	ITE 012(P)
PE	004	Physical Activities Toward Health and Fitness 4 (PATHfit 4)	2	0	2	PE 001(P) PE 002(P)
CHEM	001D	Chemistry	2	3	3	
GEC	008	Ethics	3	0	3	
IT	012	Platform Technologies	2	3	3	ITE 012(P)
FELEC	002	Prof. Elective 2	2	3	3	FELEC 001(P), See track for pre-
						requisite(s)
TUDE VE	. FIDOT OF:	TOTAL	19	12	23	
	1	ESTER ( 24 UNITS )				LIT 00 4/D)
IT	005	Integrative Programming and Technologies	2	3	3	IT 004(P)
MATH	304	Quantitative Methods (Including Modeling and Simulation)	2	3	3	IE 301B(P) MATH 006(P)
IT	006	Networking 1	2	3	3	IT 004(P)
		Advanced Database Systems				



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	E CODE	DESCRIPTIVE TITLE	LEC HOURS	LAB HOURS	CREDIT UNITS	PRE-REQUISITE(S)/CO-REQUISITE
TECH	101	Technopreneurship	3	0	3	
IT	009	Systems Integration and Architecture 1	2	3	3	IT 004(P)
GEE	001	General Education Elective 1	3	0	3	
ITELEC	001	IT Elective 1	2	3	3	See track for pre-requisite(s)
		TOTAL	18	18	24	
		EMESTER ( 24 UNITS )		_		LE COAD(D) ITE CAA(D)
IT	401	Data Mining and Warehousing	2	3	3	IE 301B(P) ITE 014(P)
CS	409	Mobile Computing	2	3	3	ITE 010(P)
IT	001	Information Assurance and Security 1	2	3	3	IT 009(P)
ITE	013	Application Development and Emerging Technologies	2	3	3	IT 003(P)
IT	007	Networking 2	2	3	3	IT 006(P)
GEE	002	General Education Elective 2	3	0	3	
FELEC	003	Prof. Elective 3	2	3	3	FELEC 002(P), See track for pre- requisite(s)
ITELEC	002	IT Elective 2	2	3	3	ITELEC 001(P), See track for pre- requisite(s)
		TOTAL	17	21	24	
THIRD YEAR	<u> </u>	· ·	_	_	-	I.T. (0.(D)
IT	030	Data Analytics	2	3	3	IT 401(P)
IT	304	Capstone Project 1	2	3	3	IT 001(P) ITE 013(P)
ITELEC	003	IT Elective 3	2	3	3	ITELEC 002(P), See track for pre- requisite(s)
		TOTAL	6	9	9	
SES INCLUDI	NG PE AND	WED TO TAKE FOURTH YEAR PROFESSIONAL COURSE NSTP COURSES. EMESTER ( 21 UNITS )	ONLES	J IIL IIAS	COWIFEET	THE BASIC AND THE THIRD TEA
ITE	015	Social and Professional Issues	3	0	3	4th Year Standing
IT	008	Systems Administration and Maintenance	2	3	3	IT 001(P)
IT	002	Information Assurance and Security 2	2	3	3	IT 001(P)
IT	010	Systems Integration and Architecture 2	2	3	3	` '
	1 010	Systems integration and Architecture 2		٥	٥	IT 009(P)
	000	Company Education Florities 2		I ^	_	
GEE	003	General Education Elective 3	3	0	3	FFI FO 2020/D) Q (
GEE FELEC	004	Prof. Elective 4	2	3	3	FELEC 003(P), See track for pre- requisite(s)
GEE		Prof. Elective 4  IT Elective 4	_	_		
GEE FELEC ITELEC	004	Prof. Elective 4  IT Elective 4  TOTAL	2	3	3	requisite(s)  ITELEC 003(P), See track for pre-
GEE FELEC ITELEC FOURTH YEA	004 004 AR, SECOND	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER ( 9 UNITS )	2 2 16	3 3 15	3 3 21	requisite(s)  ITELEC 003(P), See track for pre-requisite(s)
GEE FELEC ITELEC  FOURTH YEA	004 004 AR, SECOND 402	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing	2 2 16	3 3 15	3 3 21 6	requisite(s)  ITELEC 003(P), See track for pre-requisite(s)  4th Year Standing
GEE FELEC ITELEC FOURTH YEA	004 004 AR, SECOND	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2	2 2 16 0	3 3 15 18 9	3 3 21 6 3	requisite(s)  ITELEC 003(P), See track for pre-requisite(s)
GEE FELEC ITELEC  FOURTH YEA IT IT	004 004 AR, SECOND 402 400	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL	2 2 16	3 3 15	3 3 21 6	requisite(s)  ITELEC 003(P), See track for pre-requisite(s)  4th Year Standing
GEE FELEC ITELEC  FOURTH YEA IT IT FREE ELECT	004 004 AR, SECOND 402 400	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES	2 2 16 0 0	3 3 15 18 9 27	3 3 21 6 3 9	requisite(s)  ITELEC 003(P), See track for pre-requisite(s)  4th Year Standing
GEE FELEC ITELEC  FOURTH YEA IT IT IT FREE ELECT ITE	004 004 004 AR, SECOND 402 400 VIVE COURSI 503	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing	2 2 16 0 0 0 0 3	3 3 15 18 9 27	3 3 21 6 3 9	requisite(s)  ITELEC 003(P), See track for prerequisite(s)  4th Year Standing IT 304(P)
GEE FELEC  ITELEC  FOURTH YEA  IT  IT  IT  FREE ELECT  ITE	004 004 004 AR, SECOND 402 400 VIVE COURSI 503 016	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing  Event Driven Programming	2 2 16 0 0 0 0 3 2 2	3 3 15 18 9 27	3 3 21 6 3 9	requisite(s)  ITELEC 003(P), See track for pre-requisite(s)  4th Year Standing
GEE FELEC  ITELEC  FOURTH YEA  IT  IT  FREE ELECT  ITE  IT  ELF	004 004 004 AR, SECOND 402 400 VIVE COURSI 503 016 423	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing  Event Driven Programming  Spanish	2 2 16 0 0 0 0 3 2 2 2	3 3 15 18 9 27	3 3 21 6 3 9	requisite(s)  ITELEC 003(P), See track for prerequisite(s)  4th Year Standing IT 304(P)
GEE FELEC ITELEC  FOURTH YEA IT IT IT FREE ELECT ITE IT ELF ELF	004  004  004  AR, SECOND  402  400  VIVE COURSI  503  016  423  413	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing  Event Driven Programming  Spanish  Mandarin	2 2 16 0 0 0 0 3 2 2 2 2	3 3 15 18 9 27	3 3 21 6 3 9	requisite(s)  ITELEC 003(P), See track for pre-requisite(s)  4th Year Standing IT 304(P)  CS 201(P)
GEE FELEC  ITELEC  FOURTH YEA  IT  IT  IT  FREE ELECT  ITE  IT  ELF  ELF  IT	004 004 004 AR, SECOND 402 400 FIVE COURSI 503 016 423 413 015	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing  Event Driven Programming  Spanish  Mandarin  Introduction to Game Development	2 2 16 0 0 0 0 3 2 2 2 2 2 2	3 3 15 18 9 27 0 3 3 3 3	3 3 21 6 3 9 3 3 3 3	requisite(s)  ITELEC 003(P), See track for prerequisite(s)  4th Year Standing IT 304(P)
GEE FELEC  ITELEC  ITELEC  IT IT IT  FREE ELECT ITE IT ELF ELF IT SAD	004  004  004  AR, SECOND  402  400  IVE COURSI  503  016  423  413  015  003	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing  Event Driven Programming  Spanish  Mandarin  Introduction to Game Development  Systems Analysis and Design	2 2 16 0 0 0 3 2 2 2 2 2	3 3 15 18 9 27 0 3 3 3 3 3	3 21 6 3 9 3 3 3 3 3 3	requisite(s)  ITELEC 003(P), See track for pre-requisite(s)  4th Year Standing  IT 304(P)  CS 201(P)  ITE 010(P)
GEE FELEC  ITELEC  ITELEC  IT IT IT  FREE ELECT  ITE IT ELF ELF IT SAD IT	004  004  004  AR, SECOND  402  400  IVE COURSI  503  016  423  413  015  003  014	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing  Event Driven Programming  Spanish  Mandarin  Introduction to Game Development  Systems Analysis and Design  Human Computer Interaction 2	2 2 16 0 0 0 0 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	3 3 15 18 9 27 0 3 3 3 3 3	3 21 6 3 9 3 3 3 3 3 3	requisite(s)  ITELEC 003(P), See track for pre-requisite(s)  4th Year Standing IT 304(P)  CS 201(P)  ITE 010(P)
GEE FELEC  ITELEC  ITELEC  IT IT IT  FREE ELECT ITE IT ELF ELF IT SAD IT IT	004  004  004  AR, SECOND  402  400  VIVE COURSI  503  016  423  413  015  003  014  011	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing  Event Driven Programming  Spanish  Mandarin  Introduction to Game Development  Systems Analysis and Design  Human Computer Interaction 2  Integrative Programming Technologies 2	2 2 16 0 0 0 3 2 2 2 2 2 2 2 2	3 3 15 18 9 27 0 3 3 3 3 3 3	3 21 6 3 9 3 3 3 3 3 3 3	requisite(s)  ITELEC 003(P), See track for prerequisite(s)  4th Year Standing IT 304(P)  CS 201(P)  ITE 010(P)  ITE 010(P)  ITE 005(P)
GEE FELEC  ITELEC  FOURTH YEA  IT  IT  IT  FREE ELECT  ITE  IT  ELF  ELF  IT  SAD  IT  IT	004  004  004  AR, SECOND  402  400  IVE COURSI  503  016  423  413  015  003  014  011  013	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing  Event Driven Programming  Spanish  Mandarin  Introduction to Game Development  Systems Analysis and Design  Human Computer Interaction 2  Integrative Programming Technologies 2  Web Systems and Technologies 2	2 2 16 0 0 0 3 2 2 2 2 2 2 2 2 2	3 3 15 18 9 27 0 3 3 3 3 3 3 3 3 3	3 3 21 6 3 9 3 3 3 3 3 3 3 3 3 3	requisite(s)  ITELEC 003(P), See track for prerequisite(s)  4th Year Standing IT 304(P)  CS 201(P)  ITE 010(P)  ITE 010(P)  IT 005(P)  IT 004(P)
GEE FELEC  ITELEC  ITELEC  IT IT IT  FREE ELECT ITE IT ELF ELF IT SAD IT IT IT CS	004  004  004  004  004  004  402  400  016  423  413  015  003  014  011  013  002	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing  Event Driven Programming  Spanish  Mandarin  Introduction to Game Development  Systems Analysis and Design  Human Computer Interaction 2  Integrative Programming Technologies 2  Web Systems and Technologies 2  Object Oriented Programming	2 2 16 0 0 0 3 2 2 2 2 2 2 2 2 2 2 2	3 3 15 18 9 27 0 3 3 3 3 3 3 3 3 3 3	3 21 6 3 9 3 3 3 3 3 3 3 3 3 3 3 3	requisite(s)  ITELEC 003(P), See track for prerequisite(s)  4th Year Standing IT 304(P)  CS 201(P)  ITE 010(P)  ITE 010(P)  IT 005(P)  IT 004(P)  ITE 012(P)
GEE FELEC  ITELEC  FOURTH YEA  IT  IT  IT  FREE ELECT  ITE  IT  ELF  ELF  IT  SAD  IT  IT	004  004  004  AR, SECOND  402  400  IVE COURSI  503  016  423  413  015  003  014  011  013	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing  Event Driven Programming  Spanish  Mandarin  Introduction to Game Development  Systems Analysis and Design  Human Computer Interaction 2  Integrative Programming Technologies 2  Web Systems and Technologies 2	2 2 16 0 0 0 3 2 2 2 2 2 2 2 2 2	3 3 15 18 9 27 0 3 3 3 3 3 3 3 3 3	3 3 21 6 3 9 3 3 3 3 3 3 3 3 3 3	requisite(s)  ITELEC 003(P), See track for prerequisite(s)  4th Year Standing IT 304(P)  CS 201(P)  ITE 010(P)  ITE 010(P)  IT 005(P)  IT 004(P)
GEE FELEC  ITELEC  ITELEC  IT IT IT  FREE ELECT ITE IT ELF ELF IT SAD IT IT IT CS	004  004  004  004  004  004  402  400  016  423  413  015  003  014  011  013  002	Prof. Elective 4  IT Elective 4  TOTAL  SEMESTER (9 UNITS)  Internship in Computing  Capstone Project 2  TOTAL  ES  Current Trends and Issues in Computing  Event Driven Programming  Spanish  Mandarin  Introduction to Game Development  Systems Analysis and Design  Human Computer Interaction 2  Integrative Programming Technologies 2  Web Systems and Technologies 2  Object Oriented Programming	2 2 16 0 0 0 3 2 2 2 2 2 2 2 2 2 2 2	3 3 15 18 9 27 0 3 3 3 3 3 3 3 3 3 3	3 21 6 3 9 3 3 3 3 3 3 3 3 3 3 3 3	requisite(s)  ITELEC 003(P), See track for prerequisite(s)  4th Year Standing IT 304(P)  CS 201(P)  ITE 010(P)  ITE 010(P)  IT 005(P)  IT 004(P)  ITE 012(P)



## TECHNOLOGICAL INSTITUTE OF THE PHILIPPINES Quezon City

ITE	406	Applied Text Mining and Applied Social Network Analysis	2	3	3	ITE 405(P)
		TOTAL	29	39	42	
ELECTIVE	COURSES					
TRACK 1: A	ANIMATION A	ND MOBILE APP DEVELOPMENT				
IT	017	3D Modelling, Texturing, Rendering and Lighting	2	3	3	3rd Year Standing
IT	018	3D Animation and Special Effects	2	3	3	IT 017(P)
IT	019	3D Production and Compositing	2	3	3	IT 018(P)
IT	020	Mobile Development Integration	2	3	3	IT 019(P)
		TOTAL	8	12	12	
TRACK 2: 0	CYBER SECU	RITY				
IT	021	Usable Security	2	3	3	3rd Year Standing
IT	022	Threat Detection Analysis	2	3	3	IT 021(P)
IT	023	Ethical Hacking and Penetration Testing	2	3	3	IT 022(P)
IT	024	Cyber Threat Modeling	2	3	3	IT 023(P)
		TOTAL	8	12	12	
TRACK 3: I	DIGITAL ARTS	AND DESIGN				
IT	025	Digital Photography	2	3	3	3rd Year Standing
IT	026	Digital Effects	2	3	3	IT 025(P)
IT	027	Digital Visual Narrative	2	3	3	IT 026(P)
IT	028	Visual Communication	2	3	3	IT 027(P)
	-	TOTAL	8	12	12	

CREDENTIALS PRESENTED:	DEFICIENCY/IES:	Evaluated By:	LEGEND
() F137A () NSO Birth Certificate		Date:	P = Pre-requisite
() F138 () HD		Received By:	C = Co-requisite
() GMC () TOR		Date:	

NOTE: EVALUATION IS TENTATIVE AND MAY BE REVISED FOR SOME VALID CAUSES OR REASONS OR IF OMISSIONS AND/OR LACK OF UNITS CREDITED BE DISCOVERED LATER.