

Republika ng Pilipinas  
(Republic of the Philippines)  
MINISTRI NG EDUKASYON, KULTURA AT ISPORTS  
(MINISTRY OF EDUCATION, CULTURE AND SPORTS)  
Manila

June 5, 1985

MECS MEMORANDUM  
No. 89, s. 1985

SYLLABUS FOR THE 3-UNIT COURSE  
"COMPUTER AND SOCIETY"

To: Bureau Directors  
Regional Directors  
School Superintendents  
Presidents, State Colleges and Universities  
Heads of Private Schools, Colleges and  
Universities

1. Relative to the suggested offering of the three-unit course, "Computer and Society," as part of the general education component of all courses in the tertiary level per MECS Order No. 35, s. 1984, this Office has received several requests for a prototype syllabus.
2. In this connection, the attached syllabus is hereby issued to serve as guide for schools that are now offering or may wish to offer the course. This syllabus was presented to the National Assembly on Computer Education and Training (NASCENT) in November 1983.
3. Schools, however, are given the option to deviate from the said syllabus as they see fit.
4. It is desired that this Memorandum be given the widest publicity possible.

(SGD.) SALVADOR B. BRITANICO  
Deputy Minister  
Officer-in-Charge

Incl.:

As stated

Reference:

MECS Order (No. 35, s. 1984)

Allotment: 1-3-76 (D.O. 1-76)

To be indicated in the Perpetual Index

under the following subjects:

Course of Study, COLLEGIATE

CURRICULUM

SCHOOLS

UNIVERSITIES & COLLEGES







( Inclosure to MECS Memorandum No. 89, s. 1985)

- I. COURSE TITLE: COMPUTER AND SOCIETY
- II. COURSE DESCRIPTION: The purpose of the course is to provide the students with an introduction into the internal components and the interrelated functions of a computer system, what it can and cannot do and how it can assist in the solution of data processing problems. It will also include discussions on the impact of computers on society and the attending computer issues, now and in the future.
- III. PREREQUISITE: None
- IV. OBJECTIVES: After the completion of the course a student should be able to accomplish the following:
  - A. Explain the basic functions performed by the various components of a general purpose computer.
  - B. Understand the concept of a computer-based information processing system.
  - C. Explain the basic principles of computer programming languages, explicate the basic steps in program preparation, and write and run simple programs using the BASIC language.
  - D. Understand how computer systems can be used to improve efficiency and productivity.
  - E. Understand the sociological effect of the computer industry.
- V. CREDIT: 3 units
- VI. METHODOLOGY: Lectures, discussions, EDP installation visits, case study, individual and group work.
- VII. COURSE OUTLINE:
  - A. INTRODUCTION TO COMPUTER SYSTEMS
    1. History of computing and computer development
    2. Elements of a computer system (hardware, software, people, procedure)
    3. Capabilities and limitations of computers
    4. Overview of computer languages
  - B. COMPUTERS AND IT'S APPLICATIONS
    1. Computer Usage: Then and Now
    2. Computer Applications
      - a. Business applications
      - b. Scientific applications









c. Special applications

3. Trends in computer development and it's usage

C. DEVELOPING A COMPUTER-BASED INFORMATION SYSTEM

1. Planning to computerize - what to do
2. Systems development
3. Systems implementation
4. Systems maintenance and evaluation

D. INTRODUCTION TO BASIC Language

1. Computer problem-solving methodology
2. Program logic formulation
3. Developing programs using pseudo-codes

E. COMPUTERS AND SOCIETY

1. Industry standards
2. Computer issues
  - a. Privacy issues
  - b. Security issues
  - c. Computer assisted crimes
  - d. Artificial intelligence
  - e. Robotics
  - f. Integrity issues
  - g. Management issues
  - h. Economic issues
3. Effects of computers on individual, organization and society.
4. Organization of data processing department and career tracks in data processing systems.

F. Towards an Information Society

1. Trends in hardware/software technology, distributed data processing, database, data administration merging of word processing and data processing, office automation, etc.
2. Computers and future applications
3. Role of computers in the future.





