Taking the Computer Competency Exam

Purpose

Computers are ubiquitous. This exam provides students with the opportunity to demonstrate that they already have a sufficient understanding of computing (beyond how to text, tweet, etc.).[†]

Most basic requirements at SRU are simply listed as courses that you must take. A few have a placement process (that is, a test) during freshman orientation and/or use scores from your SAT/ACT test. There is also a process whereby a student can, for a fee, test out of a class. The computer competency exam works the same way – without the fee.

Passing

You need a score of **at least 60%** to pass the exam. Your score will be available to you immediately after you click the SUBMIT button for the exam.

If you pass the exam, your name will be sent to Academic Records to be recorded on your official school record. It should appear as a completed *university requirement* on your degree audit next semester.

You will not be required to take a computing course – unless required for your major, or by your department or college. If you elect to take a computing course anyway, perhaps because of a **low score**, you should discuss it with your advisor. The courses listed below are good candidates.

Failing

As educators, we are well aware that your performance on a particular exam on a particular day provides a very limited measure of your understanding. In the event that you do not pass the exam an entry is not made on your record, it simply remains an unfulfilled *university requirement*.

You may only attempt to "test out" once, so having not achieved a passing score means you will have to fulfill this *university requirement* by passing any one of a set of courses (see below) that include a computer literacy component.

Delivery

The exam is provided through D2L (d2l.sru.edu). If you are preregistered, you will find a "course" called Computer Competency at the bottom of your list of active courses. If you are not preregistered, see the exam proctor.

1. Select the course "Computer Competency"
2. Select the "Quizzes" tab.
3. Select the exam under "Current Quizzes"
4. Read the instructions.
5. You will have 35 minutes to complete the exam.
6. When finished you *must* select "SUBMIT" for your exam to be scored.
7. Your score will be available immediately (a 60% or higher is required to PASS).

When to take the exam

Incoming freshman are offered multiple opportunities to take the exam at orientation. Transfer students are sent email offering them the opportunity to take the exam in groups.

Anyone missed in this process should contact sru.computerCompetency@sru.edu as soon as possible to schedule a make-up time & location.

Preparation

There is no study guide for this general-knowledge exam. It is intended to determine what you already know, just as a placement exam for a foreign language might.

There are online notes used for the course designed specifically to complete this requirement (CPSC 100) that are available to anyone. These notes will serve to indicate the *kinds of topics* that might be covered. They are available at http://cs.sru.edu/~mullins/cpsc100book/IntroToCS.html. However, the competency exam is not based on that material, i.e., it is not expected that you have studied that material in advance.

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† Such uses indicate knowledge of how to use an application, not the underlying principles or technology or issues it raises.

Courses for Computer Competency

CPSC 100: Introduction to Computing for Liberal Arts

Credit: 1 semester hour
Prerequisites: *none*
Notes:
This is not a skill-based course.
Often available as a distance education class.

Description:
A *pass/no credit* course to provide an introduction to the computer capabilities needed to succeed in an Information Society. This course is designed to support the SRU Computer Competency requirement. Topics will include computer hardware, system software, application software, societal issues, networking and security & privacy.

CPSC 110: Computer Concepts

Credit: 3 semester hours
Prerequisites: *none*
Notes:
A mix of theory and skill development.
Focus on office application software.

Description:
A computer literacy course stressing the use of applications software on personal computers. It covers a survey of computers and their impact on society and the use of word processing software. Other application software is also covered, such as spreadsheets and database software, but the particular applications examined may vary from section to section.

~~CPSC 210: Productivity Software …~~
No longer counts toward the computer competency requirement (ended Fall'14).

CPSC 130: Introduction to Programming and Information Systems

Credit: 3 semester hours
Prerequisites: ACSD 110 Beginning Algebra
Notes:
This course also counts as a Science, Technology & Math Enrichment course in Liberal Studies
This is a *programming* course that interweaves computer theory, HTML & JavaScript.

Description:
An introductory course devoted to programming and to a description of hardware and software concepts. Programming concepts covered include top-down program development using pseudocode, algebraic notation, standard control structures, and arrays in an appropriate programming language. Other topics include binary representation, storage, and general architecture and functioning of a computer system.

PE 202: Technology for Physical Education Teacher Education

Credit: 3 semester hours
Prerequisites: *none*
Notes:
Open to Physical Education majors only

Description:
This purpose of this course is to familiarize and enhance physical education major's technology skills to support instruction in a K-12 setting. The course includes personal computer use in creating materials to enhance instruction and aid in assessment. Also included are other technologies, such as personal digital assistants (PDAs), heart rate monitors and digital cameras/camcorders, in addition to various physical education software and Internet options. A portion of the course will be conducted online using Blackboard. This is a Theory and Technique Course.