

Course Outcomes Guide

Course Title: CYB 240 Ethical Hacking Fundamentals

Course Instructor(s): Steve Shank/Rob Foth

Programs: AAS Cyber Security, AS Cyber Security

Expected Learning Outcomes

- Think critically
- Perform and share cooperatively in team projects
- Review and practice computer and network etiquette and ethics found in working environments
- Evaluate and implement new and future technologies into current system
- Install, configure, use and manage hacking software on a closed network environment
- Evaluate best practices in security concepts to maintain confidentiality, integrity and availability of computer systems

Assessment (How do students demonstrate achievement of these outcomes?)

Satisfactory scores on exams and projects.

Satisfactory scores on exams modeled after industry standard certification exams. Models are developed from the following certification exam: Certified Ethical Hacker (ECCouncil).

Complete Group Projects

In closed network environment or virtual network environment employ various reconnaissance, scanning, and enumeration techniques to obtain information regarding a target network system.

Validation (What methods are used to validate your assessment?)

1. Approval of Information Systems Technology Advisory Council
2. Tests comparable to Industry Standard Certification Exams (Certified Ethical Hacker).
3. Faculty Review
4. EC Council curriculum

Results (What do the data show?) N/A (New course)

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Follow-up (How have you used the data to improve student learning?) N/A (New course)

Budget Justification

(What resources are necessary to improve student learning?)

PC lab hardware; switches, routers, projection unit, cabling, tools, printers, PCs, servers

Wireless hardware and software

Security hardware and software

Simulation software, Virtual PC licenses.

Testing Software.

Course Management software

Classroom Management system software

Computer based Portfolio system