

MNG 105 - SHIPBOARD INFORMATION SYSTEMS

Course Description

This course will introduce the student to the PC and its use as typically found aboard a Merchant Vessel. Basic computer setup, maintenance, and system troubleshooting are covered. Operating systems, communications programs, databases, word processors, spreadsheets, internet research, and CBT programs are discussed and demonstrated. The future of computers in the marine industry is explored. Special emphasis is given to group communications, group dynamics and problem solving and recognition, by developing process.

Credit Hours

3

Contact Hours

3

Lecture Hours

3

Required Prerequisites

All prerequisites for all GLMA courses are satisfied by following the approved Course Sequence Guide and any deviation from this guide needs to be approved by the cadet's adviser.

Course Learning Outcomes

Knowledge:

- Identify the operation of the type of PC, and associated peripherals, commonly found on merchant vessels.
- Use a PC as a method for delivering training.

Application:

- Demonstrate use of typical integrated software suite.
- Perform tasks associated with the duties of a maritime engineering officer on a variety of software products.

Integration:

- Perform complex databases searches.
- Construct ladder diagrams and flow-charts using the PC.
- Analyze data and predict outcomes.

Human Dimension:

- Solve problems and analyze data as an engineering officer with technology.

Caring - Civic Learning:

- Describe the importance of an officer's ability to use all tools at their disposal to solve problems and serve as team members.

Learning How to Learn:

- Demonstrate competency on the STCW Code Knowledge, Understanding and Proficiencies for Officer in Charge of an Engineering Watch: 1.4.A.