BAKER COLLEGE
STUDENT LEARNING OUTCOMES

CRJ 3310 Cybercrime Investigation
3 Semester Credit Hours

Student Learning Outcomes and Enabling Objectives

1. Explore the parts and functions of various digital technologies.
   a. Identify basic parts and functions of digital technologies.
   b. Demonstrate how to take apart and assemble basic digital technologies.

2. Examine what constitutes a cybercrime.
   a. Outline the history of cybercrime and how it has evolved and is ever-changing.
   b. Analyze the types of cybercrime.
   c. Distinguish the difference between crime and cybercrime.

3. Explore the ethical challenges involved in cybercrime investigations.
   a. Describe how personal beliefs and decisions are impacted by cybercrime.
   b. Identify how ethical decisions affect cybercrime investigations.
   c. Describe how the Patriot Act relates to cybercrime investigations and raises ethical concerns.

4. Examine how to investigate a cybercrime.
   a. Investigate the career opportunities that relate to cybercrime and investigations.
   b. Analyze the steps and techniques used in investigating a cybercrime.
   c. Explore how to properly seize, extract, analyze, and report digital information so it can be used as evidence.
   d. Investigate how to deter criminal activity associated with cybercrime.
   e. Explain how thinking like a hacker can help solve or prevent cybercrime.

5. Investigate how laws and statutes affect the use of digital technologies.
   a. Explore how laws and statutes for cybercrime have changed over time and how they will need to continue to change and develop.
   b. Examine the impact that various acts and policies have had and will continue to have on cybercrime.

Big Ideas and Essential Questions

Big Ideas
- Cybercrime
- Investigation
- Ethics

Essential Questions
1. How has technology changed the face of crime?
2. How do you investigate cybercrime?
3. What role do ethics play in cybercrime and its investigation?
4. How do laws and statutes affect the use of digital technology?

These SLOs are approved for experiential credit.

Effective: Fall 2017