WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Introduction to Computer Forensics

COURSE NUMBER: SEC 220

Minimum Grade Policy
The Computer & Network Security program has set a minimum passing grade of "C-" for program core courses. Students receiving a grade lower than "C-" in any required core course must retake that course.

I.   **MAJOR INSTRUCTIONAL GOALS:**

During this course, students should improve their understanding of :

GOAL #1:   Understand the fundamentals of computer forensics.

Learning Outcomes - The student will:
A.   Learn what computer forensics and investigation is as a profession and gain an understanding of the overall investigative process.
B.   Learn the latest skills, tools and techniques.
C.   Understand the inter-relationships among the various forensic components.

GOAL #2:   Identify and recognize the different forensic products as they provide different forensic solutions.

Learning Outcomes   - The student will:
A.   Learn how to set up an investigator's office and laboratory;
B.   Identify and evaluate computer forensic hardware and software tools; and,
C.   Discuss how to integrate these products in an investigation.

GOAL #3:   Formulate a forensic strategy utilizing the latest forensic technologies.

Learning Outcomes - The student will:
A.   Learn how to examine computer systems thoroughly, carefully and without changing anything;
B.   Demonstrate the proper procedures and techniques for data acquistion; and,
C.   Develop comprehensive auditing and anti-repudiation techniques.

GOAL #4:   Discuss computer criminal cases and/or forensic techniques.

Learning Outcomes - Through class participation and interaction, the student will:

A.   Develop a presentation and paper on the latest computer crime that students have heard about or read about in the news; or

B.   Develop a presentation and paper on computer forensics cases explaining the forensic techniques and methodologies used; or

C.   Develop a presentation and paper on computer forensic techniques and methodologies.

II.   CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.