WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Cloud Computing

COURSE NUMBER: SEC 380

I.   MAJOR INSTRUCTIONAL OBJECTIVES:

Objective A: Understand the fundamental concepts and components of cloud computing.
A-1. Learn clearly just what cloud computing is as different from other computing terminologies.
A-2. Identify cloud computing components, infrastructure, hardware, clients and services.
A-3. Understand the relationships between the Internet and cloud networks particularly in terms of hypervisor applications and cloud application development

Objective B: Pinpoint the rationale for cloud computing deployment in organizations with a focus on its advantages: cost, performance, redundancy and security
B-1. Understand the business case for going to the cloud: what drives organizational decisions?
B-2. Identify the different scenarios for implementing cloud computing and their implications
B-3 Discuss related issues like cloud computing scalability in the enterprise, more internal resources, simplicity of deployment and the expertise of vendors.

Objective C: Grasp the challenges of cloud computing with a focus on the possible disadvantages.
C-1. Identify general situations where cloud computing should not be used.
C-2. Explore the applicability of cloud computing where sensitive information is involved
C-3. Discuss the impact of regulations (or lack thereof) on cloud computing and how that might affect decisions to adopt or reject cloud computing

Objective D: Examine the impact of cloud computing on the traditional client/server architecture and information security considerations
D-1: Understand the makeup of a major cloud computing offering like Software-as-a-Service
D-2: Look at the issues involved in accessing cloud environments in general, and specifically in relation to cloud applications and cloud storage solutions.

D-3: Consider security and virtualizations issues such as data leakage, privacy concerns with a third-party and the application of information security principles in cloud environments.

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.