Student Learning Outcomes

Reviewed January, 2013

a. Students will attain an ability to apply knowledge of computing and mathematics appropriate to the discipline
b. Students will attain an ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
c. Students will attain an ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs
d. Students will attain an ability to function effectively on teams to accomplish a common goal
e. Students will attain an understanding of professional, ethical, legal, security and social issues and responsibilities
f. Students will attain an ability to communicate effectively with a range of audiences
g. Students will attain an ability to analyze the local and global impact of computing on individuals, organizations, and society
h. Students will attain recognition of the need for an ability to engage in continuing professional development
i. Students will attain an ability to use current techniques, skills, and tools necessary for computing practice
j. Students will attain an ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices
k. Students will attain an ability to apply design and development principles in the construction of software systems of varying complexity.