

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.