

## **Program Educational Objectives**

### **Student Objectives**

#### **A. Impart an understanding of the basics of our discipline**

Each graduate student should know

- 1. Fundamental principles of computing,
- 2. Basic foundations of mathematics, statistics, and physical sciences, and
- 3. Design and implementation of programs.

#### **B. Develop proficiency in the practice of computing**

The graduated student should be able to

- 1. Formulate and solve problems in computing,
- 2. Understand design and performance requirements of software systems, and
- 3. Apply sound principles to the synthesis and analysis of computer systems.

#### **C. Prepare for continued professional development**

Our students should

- 1. Engage in lifelong learning and expect to embrace change,
- 2. Communicate effectively and think critically and creatively, both independently and with others, and
- 3. Be aware of social and ethical issues of computers in society.

### **Faculty Objectives**

Each faculty member should

- 1. Be able to teach a variety of courses in their areas of expertise,
- 2. Continue to improve in effective teaching,
- 3. Keep up-to-date in the field,
- 4. Share the results of scholarship in research and education through publications, and
- 5. Integrate research results into the curriculum.