

Learning Outcomes for Com S majors

The curriculum leading up to the baccalaureate degree in computer science is designed to prepare students for positions as computer scientists with business, industry, or government, or for graduate study in computer science. The main objectives are to impart to students an understanding of the basics of computer science, to develop proficiency in the practice of computing, and to prepare them for continued professional development.

The following are the intended learning outcomes for computer science majors. Seniors will assess these outcomes in a survey conducted before they graduate and feedback thus obtained will be used to improve the curriculum.

A. Impart an understanding of the basics of our discipline

Each graduated student should know

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

B. Develop proficiency in the practice of computing

The graduated student should be able to

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

C. Prepare for continued professional development

Our students should

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