Computer Science Program Student Outcomes (SO)/Program Learning Outcome (PLO)

[SO Assessment Cycle (2021-2025)]

Knowledge and understanding	
K_1	An ability to apply knowledge of computing and mathematics appropriate to the discipline
K_2	An understanding of professional, ethical, legal, security and social issues and responsibilities
K_3	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
Skills	
S_1	An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
S_2	An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs
S_3	An ability to analyze the local and global impact of computing on individuals, organizations, and society
S_4	An ability to use current techniques, skills, and tools necessary for computing practice.
S_5	An ability to apply design and development principles in the construction of software systems of varying complexity.
Values	
V_1	An ability to function effectively on teams to accomplish a common goal
V_2	An ability to communicate effectively with a range of audiences
V_3	An ability to recognize the need for and an ability to engage in continuing professional development

Revised Computer Science Program Student Outcomes (SO)/Program Learning Outcome (PLO)

[SO Assessment Cycle (2025-2029)]

Knowledge and understanding	
K_1	An ability to demonstrate the knowledge of computing and mathematics appropriate to the discipline.
K_2	An ability to identify security, privacy and social issues in computing practices
Skills	
S_1	An ability to analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.

S_2	An ability to design, implement and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
S_3	An ability to analyze the local and global impact of computing on individuals, organizations and society
S_4	An ability to use current techniques, skills, and tools necessary for computing practice.
S_5	An ability to apply computer science theory and software development fundamentals to produce computing-based solutions. [CS]
Values	
V_1	An ability to function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.
V_2	An ability to communicate effectively in a variety of professional contexts.
V_3	An ability to recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.