

CAS Curriculum Program Learning Outcomes Matrix

Program: Computer Science  
 Date Completed: 05/20/2014

Program Learning Outcomes (PLO)	Course: CMPS 240	Course: CMPS 490, instructor	Course: CMPS 352	Course: CMPS 374	ACM club data	Course: CMPS 490, Advisor
PLO #1: An ability to apply knowledge of computing and mathematics appropriate to the discipline;	a					
PLO #2: An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution;		e, project rubric				
PLO #3: An ability to design, implement and evaluate a computer-based system, process, component, or program to meet desired needs;		e, project rubric				
PLO #4: An ability to function effectively on teams to accomplish a common goal;			e, project rubric			
PLO #5: An understanding of professional, ethical, legal, security, and social issues and responsibilities;				a		
PLO #6: An ability to communicate effectively with a range of audiences;		e, project rubric				
PLO #7: An ability to analyze the local and global impact of computing on individuals, organizations and society;				a		
PLO #8: Recognition of the need for, and an ability to engage in, continuing professional development;					e, data analysis	
PLO #9: An ability to use current techniques, skills, and tools necessary for computing practices.						e, project rubric
PLO #10: 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;						e, project rubric

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PLO #11: An ability to apply design and development principles in the construction of software systems of varying complexity.						e, project rubric

- Method Key:**  
 A=Quizzes/Exams  
 B=Papers  
 C=Presentations  
 D=Portfolios  
 E=Other Please Define