Undergraduate Program Assessment

Department of Computer Science

Student Learning Objectives

- Student should have a broad understanding of the fundamental hardware and software instruments of computer science, including how computers work, how languages work, and what paradigms are possible for computation.
- Students should have a basic understanding of the mathematical underpinnings of the field, including computability and algorithmics.
- Students should be competent programmers in some language.
- Students should have a broad appreciation of and a facility with the principles of software design.
- Students should have an appreciation of and experience with computer science as a social enterprise, involving extensive collaboration among practitioners.
- Skills acquired in the program should be broad and general, and should allow students to continue to learn after graduation. In particular, students should be able to read and retain technical material.

Assessment tools

- Indirect: use of University-wide survey tools; exit interviews. Will explore the idea of developing standardized department form for all undergraduate courses to survey students on learning objectives.

Highlighted recent activities

- The Curriculum Committee plans to hold a faculty meeting in October 2009 to discuss defining/revising learning goals.
- The Department plans to develop goals for each of the lower-division major courses in Fall 2009 – outlining learning goals for Course A that Course B requires, and assessing students at the beginning of Course B to see how well they have achieved these goals.