

Criterion 3. Program Outcomes

The program has documented, measurable outcomes that are based on the needs of the program's constituencies.

The program enables students to achieve, by the time of graduation:

- (a) An ability to apply knowledge of computing and mathematics appropriate to the discipline
- (b) An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
- (c) An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs
- (d) An ability to function effectively on teams to accomplish a common goal
- (e) An understanding of professional, ethical, legal, security and social issues and responsibilities
- (f) An ability to communicate effectively with a range of audiences
- (g) An ability to analyze the local and global impact of computing on individuals, organizations, and society
- (h) Recognition of the need for and an ability to engage in continuing professional development
- (i) An ability to use current techniques, skills, and tools necessary for computing practice.

Criterion 4. Continuous Improvement

The program uses a documented process incorporating relevant data to regularly assess its program educational objectives and program outcomes, and to evaluate the extent to which they are being met. The results of the evaluations are documented and used to effect continuous improvement of the program through a documented plan.

Criterion 5. Curriculum

The program's requirements are consistent with its educational objectives and are designed in such a way that each of the program outcomes can be achieved. The curriculum combines technical and professional requirements with general education requirements and electives to prepare students for a professional career and further study in the computing discipline associated with the program, and for functioning in modern society. The technical and professional requirements include at least one year of up-to-date coverage of fundamental and advanced topics in the computing discipline associated with the program. In addition, the program includes mathematics appropriate to the discipline beyond the pre-calculus level. For each course in the major required of all students, its content, expected performance criteria, and place in the overall program of study are published.

Criterion 6. Faculty

A. Faculty Qualifications

Faculty members teaching in the program are current and active in the associated computing discipline. They each have the educational backgrounds or expertise consistent with their expected contributions to the program. Each has a level of competence that normally would be obtained through graduate work in the discipline, relevant experience, or relevant scholarship. Collectively, they have the technical breadth and depth necessary to support the program.