Program SLOs:
(List Program SLOs) Students who graduate with a BS in Computer Science should be able to:

SLO1: Apply knowledge of computing and mathematics appropriate to the discipline. (KU 1, 4) (GE K1, S1, S3, S4, S5)

SLO2: Analyze a problem and identify and define the computing requirements appropriate to its solution. (KU 1, 4) (GE K1, S1, S3, S4, V2)

SLO3: Design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs. (KU 1, 2, 3) (GE K1, S1, S2, S3, S4, S5)

SLO4: Use current techniques, skills, and tools necessary for computing practice. (KU 1, 2, 4) (GE K1, S1, S2, S5, V5)

* KU Student Outcomes: Kean University graduates should be able to:
1. Think critically, creatively and globally;
2. Adapt to changing social, economic, and technological environments;
3. Serve as active and contributing members of their communities; and
4. Advance their knowledge in the traditional disciplines (GE) and enhance their skills in professional areas (Prof. pgms)

**General Education Student Learning Outcomes
Student Learning Outcomes – Knowledge: Students will demonstrate proficiency in knowledge and content by:
(K1) applying the scientific method to understand natural concepts and processes;
(K2) evaluating major theories and concepts in social sciences;
(K3) relating historical references to literature; and
(K4) evaluating major theories and concepts in the fine arts.
Student Learning Outcomes – Skills: Students will demonstrate the skills necessary to:
(S1) write to communicate and clarify learning;
(S2) communicate effectively through speech;
(S3) solve problems using quantitative reasoning;
(S4) think critically about concepts in multiple disciplines; and
(S5) show information literacy.
Student Learning Outcomes – Values: Students will exhibit a set of values that demonstrates:
(V1) personal responsibility
(V2) ethical and social responsibility
(V3) social and civic engagement
(V4) respect for diverse cultures and perspectives
(V5) life-long learning
<table>
<thead>
<tr>
<th><strong>Program Level Student Learning Outcomes</strong> <em>(Add rows for additional SLOs)</em></th>
<th><strong>Assessment Measure(s)</strong> <em>(Add rows if necessary)</em></th>
<th><strong>Assessment Criteria</strong> <em>(Describe how data is collected--rubric, survey, etc.)</em></th>
<th><strong>Results of Assessment</strong> <em>(Specific to Data Collected)</em></th>
<th><strong>Action Taken</strong> <em>(Closing the Loop: New action or follow up from last Assessment Report)</em></th>
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</table>
| **SLO #1**  
Apply knowledge of computing and mathematics appropriate to the discipline. | Direct #1: CPS 4951: Project report scored with rubric to show achievement of program goals. | Requirements document | On a 5-point scale (5 high), 100% of students scored 3 or greater. | A majority of students scored 80% or better; no action at this time. |
| Indirect: Program Completer Survey | Qualtrics Survey | 100% of respondents strongly agree or agree that they met this SLO. | Improvement seen from 1 year earlier.  
In AY 2013-2014 course content will continue to be directly mapped to this SLO.  
Program SLOs will continue to be clearly shared with students in earlier classes, with an understanding of how each course contributes to SLO. |
| **SLO #2**  
Analyze a problem and identify and define the computing requirements appropriate to its solution. | Direct #1: CPS 4951: Project report scored with rubric to show achievement of program goals. | Design document | On a 5-point scale (5 high), 100% scored 3 or greater on focus and point-of-view. | In AY 2013-2014, examples will continue to be provided of projects and designs used in previous terms, to provide students with better understanding of the design document process. |
| Indirect: Program Completer Survey | Qualtrics Survey | 90% of respondents strongly agree or agree that they met this SLO; 10% neither agree or disagree. | In AY 2013-2014 course content will be continue to be directly mapped to this SLO; program SLOs will be clearly shared with students in earlier classes. |
| **SLO #3**  
Design, implement, and evaluate a computer-based system, process, component, or program | Direct #1: CPS 4951: Project demonstration scored with rubric to show achievement of program goals. | Design document and presentation | On a 5-point scale (5 high), 100% scored 3 or greater on analysis of topic and demonstration. | A strong majority of students scored 80% or better; no action at this time. |
**SLO #4**

*Use current techniques, skills, and tools necessary for computing practice.*

<table>
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<tr>
<th>Direct: CPS 4951: Project report and oral presentation scored with rubric to show achievement of program goals</th>
<th>Presentation</th>
<th>On a 5-point scale (5 high) 100% scored 3+ on overall impact.</th>
<th>A majority of students scored 80% or better; no action at this time.</th>
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<tbody>
<tr>
<td>Indirect: Program Completer Survey</td>
<td>Qualtrics Survey</td>
<td>100% of respondents strongly agree or agree they met this SLO.</td>
<td>100% of respondents replied either strongly agree or agree; no action at this time.</td>
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