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| **(COMP B48WE )** |
| **Student Learning Outcomes or AUO** | **Measure** | **PLO** | **ILO** | **GE** |
| 1. Articulate the specific work experience objectives in Computer Science as described by employer and identify the various skills, knowledge and attitudes necessary to the accomplishment of those objectives. | Discussion | 1, 3 | II, III, IV | N/A |
| 2. Demonstrate the acquisition of the various skills, knowledge and attitudes necessary for the completion of the work experience objectives in Computer Science and the ability toeffectively meet employer’s job expectations. | Discussion | 1, 2, 3 | II, III, IV | N/A |
| 3. Identify and analyze the application of acquired skills, knowledge, and attitudes to career opportunities for Computer Science. | Discussion | 1, 3 | I, II, III, | N/A |
| **PLOs:****Associate in Science in Computer Science for Transfer****1. Identify the appropriate software development technologies, algorithms, and scientific and mathematical principles to apply to a given program.****2. Effectively design and implement programming constructs, including functions, control structures, arrays/lists, classes and objects for a given programming problem.****3. Effectively implement the appropriate data structures using the principles and techniques of object-oriented programming for a given programming problem.****ILOs:**1. **Think critically and evaluate sources and information for validity and usefulness.**
2. **Communicate effectively in both written and oral forms.**
3. **Demonstrate competency in a field of knowledge or with job-related skills.**
4. **Engage productively in all levels of society – interpersonal, community, the state and nation, and the world.**

**GELOs:** **Use the GE categories from the catalog if this is a GE course.****A-E** |