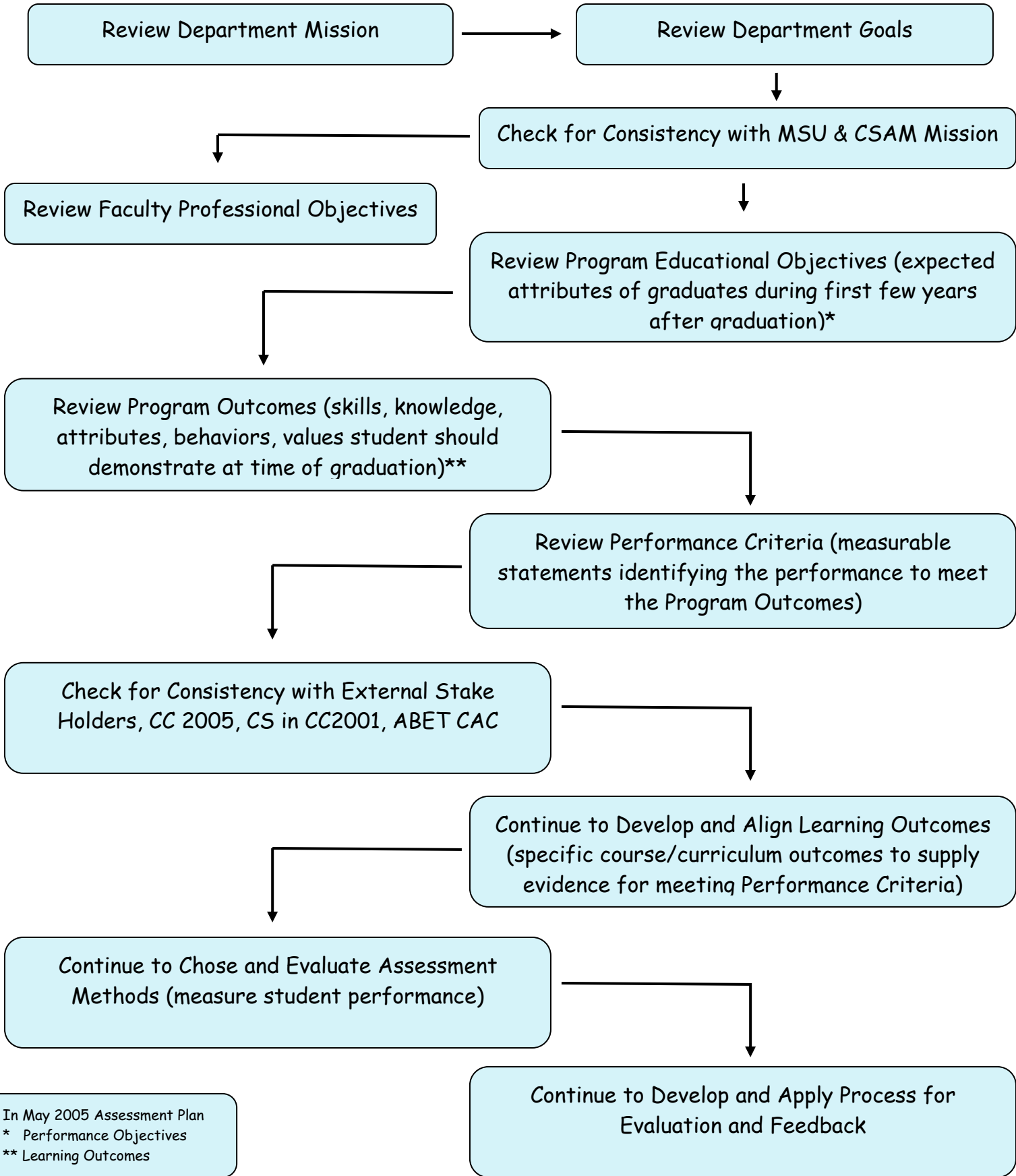


Assessment Plan for Computer Science
Computer Science Department
January 2008





Department of
Computer Science

Computer Science Mission, Goals, and Faculty Professional Objectives for All Programs

The Department mission is the education of students in a barrier free and quality environment. We encourage faculty research as a fundamental facet of a quality environment.

Specifically for the major and minor programs the Department seeks to develop student analytic, problem-solving, application, and communication skills essential to the discipline and the profession of computing. For non-major courses, the Department works to develop in the student an appreciation for these computing skills and fluency in computing related to the student's area of interest.

Goals:

1. Advance faculty expertise in research and/or consulting and computer science teaching.
2. Research and implement standard-based programs.
3. Expand structures and environments to encourage computer science learning and research.
4. Provide a varied and extensive computing and other technology framework for learning and research.
5. Persist in hiring faculty who are diverse in research interest, ethnicity and gender.
6. Increase undergraduate and graduate student populations.
7. Improve Department visibility.

Faculty Professional Objectives:

1. Build the teaching community through the creation of new curriculum, the development of new courses, the integration of new approaches into existing courses, or the directing of student research;
2. Participate in the community of scholars by sharing research, participating in conferences, and remaining current in computing;
3. Explore collaborations or interrelations with other fields;
4. Teach a variety of courses;

5. Investigate teaching and learning; and
6. Gain knowledge of and integrate ethics and social responsibilities of computing into courses.

Computer Science Program:

Educational Objectives: (During the first six years after graduation, the expected learning attributes of graduates are the ability to)

1. Communicate as an educated computing professional;
2. Adapt to different computing environment;
3. Independently learn new computing ideas, and techniques;
4. Associate with a computing professional organization; and
5. Act in an ethically responsible way.

Program Outcomes: (Skills, knowledge, attributes, behaviors, values student should demonstrate at time of graduation)

1. Skill and knowledge in problem solving using the techniques and tools of computer science;
2. Attitude for and skill in learning new ideas; and
3. Behavior modeling that of a computing professional that reflects tolerance and openness for New Jersey's diverse population.

Performance Criteria: (Measurable statements identifying the performance to meet the Program Outcomes)

1. Demonstrate programming skills by analyzing, modifying, and documenting programs;
2. Represent solutions to problems with algorithm thinking and algorithms;
3. Convert algorithms to programs in both higher level and lower level languages;
4. Design, implement, and test computer solutions to problems;
5. Adapt to different computing environments;
6. Independently learn new computing ideas and techniques;
7. Analyze the ethical and social responsibilities of computing;
8. Communicate as an educated computing professional; and
9. Pursue a career and/or further studies in computing.