Student Learning Outcomes

University of North Carolina at Greensboro

Provost & Academic Affairs

College of Arts and Sciences

Computer Science

Computer Science (MS)

SLO01: Analysis, Synthesis and Design
Students will demonstrate use of information, use of methods, concepts and theories in new situations, and apply computer science principles and techniques to a variety of real world problems; demonstrate a proficiency in software design, problem analysis, algorithm design, computer science research, solution design, generalize from given facts, relate knowledge from several areas, develop computational models, develop generic conjectures, develop proofs, predict and draw conclusions.

SLO02: Communication
Students will show evidence of competency in oral and written communications skills through oral presentations (project presentation, department seminar or conferences), technical reports and published research papers in conferences and/or reputed journals.

SLO03: Comprehension and Knowledge
Students will exhibit mastery of subjects in fundamental and advanced computer science topics; exhibit improvement in mathematics and science that underlie scientific applications; compare and discriminate between ideas; assess value of theories and presentations; exhibit ability to translate knowledge into new context, to interpret facts, compare and contrast, to order, group and infer causes, to predict consequences.

SLO04: Lifelong Learning and Self Development
Students will demonstrate ability to acquire the techniques, skills and modern tools necessary for computer science practices; competence in research and development skills that enhance employability.

SLO05: Team Work
Student will be able to develop significant software projects, or obtain theoretical and conceptual results both individually and as part of a team.

Filter Criteria
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Start Date: 7-1-2013
End Date: 6-30-2014
Filter Options: N/A