**ABET Accreditation Student Outcomes and Program Objectives for BS Computer Science and BS Computational Media**

**Student Outcomes:**

Graduates of the **BS Computer Science** program will have an ability to:

1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program’s discipline.
3. Communicate effectively in a variety of professional contexts.
4. Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
5. Function effectively as a member or leader of a team engaged in activities appropriate to the program’s discipline.
6. Apply computer science theory and software development fundamentals to produce computing-based solutions.

**Program Objectives**

The **BS Computer Science** Program Objectives for our graduates are:

1. Effectively communicating computing concepts and solutions to bridge the gap between computing industry experts and business leaders to create and initiate innovation.
2. Effectively utilizing their knowledge of computing principles and mathematical theory to develop sustainable solutions to current and future computing problems.
3. Exhibiting their computing expertise within the computing community through corporate leadership, entrepreneurship, and/or advanced graduate study
4. Developing and implementing solution-based systems and/or processes that address issues and/or improve existing systems within in a computing-based industry.

**Student Outcomes:**

Graduates of the **BS Computational Media** program will have an ability to:

1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program’s discipline
3. Communicate effectively in variety in a variety of professional contexts
4. Recognize professional responsibilities and make informed judgements in computing practice based on legal and ethical principles
5. Function effectively as a member or leader of a team engaged in activities appropriate to the program’s discipline
6. Demonstrate understanding of the historical and cultural dimensions of digital media

**Program Objectives**

The **BS Computational Media Program** Objectives for our graduates are:

1. Designing and implementing compelling digital artifacts for business, education, the public sector, and entertainment;
2. Contributing to the development of new genres and forms of media based on a knowledge of the cultural significance as well as the computational affordances of digital media;
3. Having the flexibility to adapt to ongoing changes in the field of digital media over their careers;
4. Communicating complex ideas and concepts through computing mediums in a multitude of diverse environments.

**Program Enrollment**

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| **BS CS Program Enrollment** |
| Fall Term | Enrollment |
| 2012 | 1037 |
| 2013 | 1192 |
| 2014 | 1441 |
| 2015 | 1766 |
| 2016 | 2046 |
| 2017 | 2111 |
| 2018 | 2327 |
| 2019 | 2696 |
| 2020 | 3095 |
| 2021 | 3599 |

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| **BS CM Program Enrollment** |
| Fall Term | Enrollment |
| 2012 | 241 |
| 2013 | 225 |
| 2014 | 214 |
| 2015 | 222 |
| 2016 | 202 |
| 2017 | 200 |
| 2018 | 189 |
| 2019 | 186 |
| 2020 | 214 |
| 2021 | 232 |

**Degrees Granted**

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| BSCS Degrees Granted |
| Academic Year | Graduates |
| 2011-12 | 157 |
| 2012-13 | 220 |
| 2013-14 | 246 |
| 2014-15 | 288 |
| 2015-16 | 365 |
| 2016-17 | 458 |
| 2017-18 | 597 |
| 2018-19 | 620 |
| 2019-20 | 706 |
| 2020-21 | 738 |

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| BSCM Degrees Granted |
| Academic Year | Graduates |
| 2011-12 | 54 |
| 2012-13 | 50 |
| 2013-14 | 72 |
| 2014-15 | 57 |
| 2015-16 | 47 |
| 2016-17 | 42 |
| 2017-18 | 45 |
| 2018-19 | 51 |
| 2019-20 | 43 |
| 2020-21 | 39 |