UNIVERSITY OF CALIFORNIA, RIVERSIDE

Student Learning Outcomes for the
B.S. in Computer Science

Students completing the B.S. major will have:

1. an ability to apply knowledge of computing and mathematics appropriate to the discipline.
2. an ability to analyze a problem, and identify and define the computing requirements appropriate to its solution.
3. an ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs.
4. an ability to function effectively on teams to accomplish a common goal.
5. an understanding of professional, ethical, legal, security and social issues and responsibilities.
6. an ability to communicate effectively with a range of audiences
7. an ability to analyze the local and global impact of computing on individuals, organizations, and society.
8. recognition of the need for and an ability to engage in continuing professional development.
9. an ability to use current techniques, skills, and tools necessary for computing practice.
10. an ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices.
11. an ability to apply design and development principles in the construction of software systems of varying complexity.
12. an ability to design and conduct experiments, as well as to analyze and interpret data.
13. knowledge of contemporary issues. The reader will readily recognize the origin of these outcomes.

Program Website: http://www1.cs.ucr.edu/index.php