Bachelor of Science in Computer Science

Program Educational Objectives

1. Graduates will work professionally as a member of a software team to address real work problems as well as demonstrating strong communication skills. Graduates are prepared to work in a broad range of situations involving tasks from theoretical work to software development.
2. Graduates will provide full solution for software problems from system design to solution development. They will be committed to long-life learning.
3. Graduates will have the ability to function and communicate effectively as ethically and socially responsible computer science professionals.

Outcomes

Graduates holding a master’s degree in Computer Science from USEK will be able to:

a. Apply computing knowledge and mathematics appropriate to the discipline.
b. Analyse a problem, and identify and define the computing requirements appropriate to its solution.
c. Design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs.
d. Effectively function in teams to accomplish a common goal.
e. Understand professional, ethical, legal, security and social issues and responsibilities.
f. Communicate effectively with a range of audiences.
g. Analyse the local and global impact of computing on individuals, organizations, and society.
h. Recognize of the need for and to be able to engage in continuing professional development.
i. Use current techniques, skills, and tools necessary for computing practice.
j. Apply mathematical foundations, algorithmic principles, and computer science theory in the modelling and design of computer-based systems in a way that demonstrates comprehension of the trade-offs involved in design choices.
k. Apply design and development principles in the construction of software systems of varying complexity.