Sciences Learning Outcomes
Informatics

Goal A: Problem-Solving

A1. Students will be able to analyze and design a solution to a problem.
A2. Students will be able to prototype an application design (flowchart, pseudo code, storyboard, low/high-fidelity prototype).
A3. Students will be able to utilize a programming language to implement computer software.

Goal B: Communication

B1. Students will be able to introduce, analyze, support, and defend positions in a written document.
B2. Students will be able to deliver an oral presentation on a technical topic.

Goal C: Information Organization and Processing

C1. Students will be able to understand and utilize digital representations of information for presentation and/or processing.
C2. Students will be able to organize information in a database.
C3. Students will be able to organize and categorize information to improve understanding and interpretation of the information.

Goal D: Social/Organizational/Ethical Issue Integration

D1. Students will be able to analyze the social/organizational/ethical issues with the application of technology.
D2. Students will be able to apply social/organizational issues while designing/developing an information system.

Goal E: User/Context-Centered Design

E1. Students will be able to analyze the user/contextual issues with the application of technology.
E2. Students will be able to apply user/contextual issues while designing/developing an information system.