

# 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