



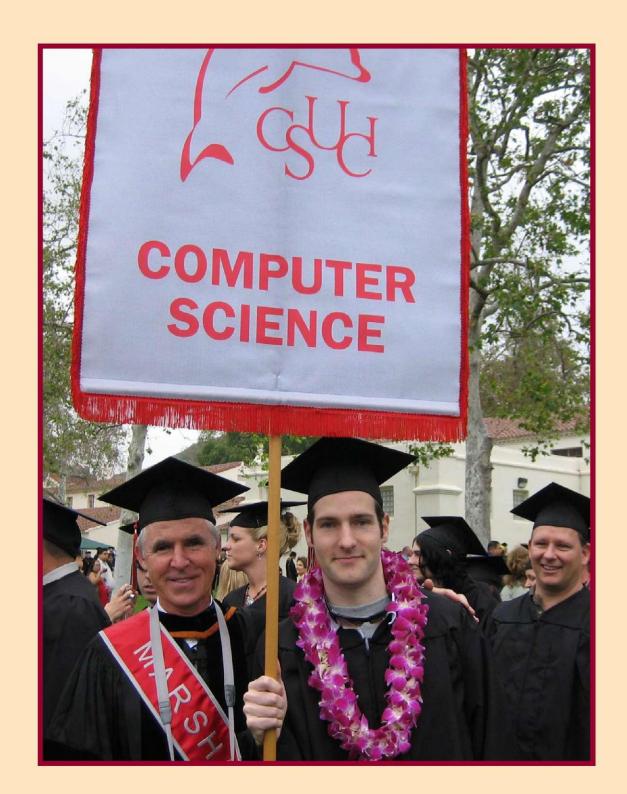
# COMPUTER SCIENCE

Presented By:

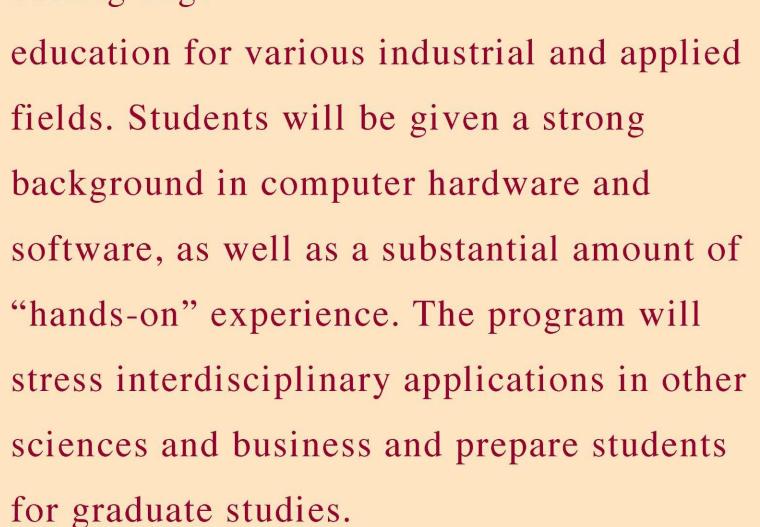
William J. Wolfe, Ph.D., Professor and Chair, Computer Science Program
Peter Smith, Ph.D., Professor of Computer Science
AJ Bieszczad, Ph.D., Director of the Graduate Program, Professor of Computer Science
Yasi Behpour, Computer Science Information Technology Consultant

### Degree Overview

- Bachelor of Science in Computer Science
- Minor in Computer Science
- Master of Science in Computer Science
- Bachelor of Science in Information Technology



The Computer
Science degree
offers the latest
cutting edge



# **Learning Outcomes**



Students graduating from the Computer Science program will be able to:

- Demonstrate critical thinking
   and problem solving skills by
   identifying, evaluating, analyzing
   and presenting fundamental
   software solutions and their
   applications
- Demonstrate the knowledge of current computing practices and broad technology use in industry and society, including a working knowledge of software development techniques

- Be cognizant of emerging new
   technologies and industrial practices
   connected to the computer industry
- Demonstrate communication,
  research and cooperation skills by
  working effectively with others
  in interdisciplinary group settings
  both inside and outside the
  classroom; and
- Demonstrate a sense of exploration that enables them to pursue rewarding careers in high- tech and bio-tech industries with life-learning.



#### Careers

The program will prepare students for careers in high-tech, computer and Internet-driven industries, where interdisciplinary, dynamic and innovative professionals trained in the latest technologies are increasingly sought.



## Accomplishments

- Development of a Computer Game
   Design and Development Minor.
   This involved the creation of 3 new
   computer science courses and the close
   collaboration with the Art, Mathematics
   and Business faculty.
- Inauguration of the Masters in

  Computer Science Program. This

  program is administered by Extended

  Education with the help of Professor

  AJ Bieszczad. It began in Fall 2006 and

  currently has about 15 students in the

  program.
- Inauguration of the Bachelors of Science in Information Technology Program. This program is also administered by Extended Education and supported by a consortium of community college professors (CREATE). The program currently has about 17 students.



- First Annual CSUCI Student
   Programming Contest. This contest
   was designed and implemented by
   Professor AJ Bieszczad and Lecturer
   Anna Bieszczad. Now we have the first
   "CSUCI Programming Guru". This was
   IRA supported
- 2005 ACM Contest Participation.

  Professor AJ Bieszczad and Lecturer

  Anna Bieszczad coached and escorted

  students to the competition at UC Irvine

  in Fall 2005. Approximately 10 students

  participated and made a respectable

  showing for the CS program.

#### **Assessment Activities**

This year, the Computer Science program chose to assess the degree to which students demonstrate critical thinking and problem solving skills by identifying, evaluating, analyzing and presenting fundamental software solutions and their applications. They decided to assess the selected outcome by seeding final examinations in two key courses with questions selected from the AP Examination in Computer Science, GRE in Computer Science, and ETS Major Field Test in Computer Science. The data revealed that students was generally weaker than they

had expected. Consequently, Computer Science has begun to implement a course of action to improve student's performance in this area and in their assessment of student performance in this area. More specifically, they have decided to add a Capstone course in which "all majors will be required to complete the project at CSUCI and, as a culminating experience, it will help us better assess the whole of the major. We expect to consult with other programs regarding tools for assessing capstone projects."