Florida Tech
Department of Computer Sciences
Computing Alliance
Agenda

Crawford Science 7th Floor Conference Room

October 5, 2005

Reception: 6:00-6:30 (Demonstration and feedback for alumni web page)

Dinner Buffet: 6:30-7:00

Business Meeting: 7:00-8:00

- ACM student visits to local industries
- Senior projects report
- Discussion, improvements, approval of ABET Educational Outcomes (skills student will possess at time of graduation)
  - Technical Knowledge
    1. Demonstrate knowledge of discrete mathematics, calculus, logic, probability and statistics;
    2. Use the scientific method to design and conduct experiments, as well as to analyze and interpret data;
    3. Apply skills in programming fundamentals and knowledge of data structures, algorithms, software engineering, and computer organization;
    4. Computer Science specific
      (a) Apply advanced knowledge of computer architecture, programming language concepts, operating systems, analysis of algorithms and formal languages;
      (b) Use specialized knowledge of computer science from areas such as artificial intelligence, databases, compilers, graphics, networks, software engineering, and web technology.
    5. Software Engineering specific
      (a) Apply advanced knowledge of requirements engineering, software design, software testing, software evolution, and software processes;
      (b) Develop software solutions to problems using specialized knowledge from one or more application domains.
  - Personal and Professional Skills and Attitudes
    1. Understand and follow appropriate professional, legal, and ethical practices;
    2. Understand the impact of computer technology in a global and societal context;
    3. Recognize the need for continual professional development;
    4. Use knowledge of historical and contemporary issues to make informed decisions;
    5. Demonstrate the ability to work as an individual with minimum guidance.
  - Interpersonal Skills
    1. Function effectively on multidisciplinary teams using their understanding of team dynamics;
2. Communicate effectively in writing, oration, and diagrams to a range of audiences about computing problems and their solutions.

– Conception, Design, Implementation, and Operation
  1. Conceptualize, design, and implement computer-based systems;
  2. Design a package, class, or method to meet performance requirements;
  3. Use effective tools to solve practical computing problems;
  4. Operate computing equipment and software systems effectively.