



Program Information

College:	College of Computing and Software Engineering
Department:	Software Engineering and Game Development
Program:	Software Engineering, BSSWE

Program Student Learning Outcomes

Upon completion of this degree from KSU, students will be able to:

- An ability to apply knowledge of mathematics, science, and engineering.
- An ability to design and conduct experiments, as well as to analyze and interpret data.
- An ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability.
- An ability to function on multidisciplinary teams.
- An ability to identify, formulate, and solve engineering problems.
- An understanding of professional and ethical responsibility.
- An ability to communicate effectively.
- The broad education necessary to understand the impact of engineering solutions in a global, economic, environmental, and societal context.
- A recognition of the need for, and an ability to engage in life-long learning.
- A knowledge of contemporary issues.
- An ability to use the techniques, skills, and modern engineering tools necessary for engineering practice.
- An ability to appropriately analyze, design, verify, validate, implement, apply, and maintain software systems.
- An ability to appropriate apply discrete mathematics, probability and statistics, and relevant topics in computer science and support disciplines to complex software systems.
- An ability to work in one or more significant application domains.
- An ability to manage the development of software systems.

*The above learning outcomes are based on ABET 2017 standard. ABET revised student learning outcome requirement.