

SOFTWARE ENGINEERING

Learning Outcomes

1. **KNOW.** Graduates will be able to demonstrate mastery of concepts and methods for modeling, designing, developing and testing software solutions using legacy and contemporary environments.
2. **CRITICAL THINKING.** Graduates will be able to critically and creatively plan and manage development of software intensive systems using project management methods and tools.
3. **PROBLEM SOLVING.** Graduates will be able to demonstrate proficiency in exploring the trade space within a given set of internal and external constraints for a system under development.
4. **COMMUNICATE.** Graduates will be able to effectively communicate their ideas within their organization, to other practicing professionals and the general public.
5. **TEAMWORK.** Graduates will be able to work collaboratively within and with project teams including those that are geographically distributed.