Report of Student Learning and Achievement
Concordia University Irvine
School of Arts and Sciences – Computer Science Program

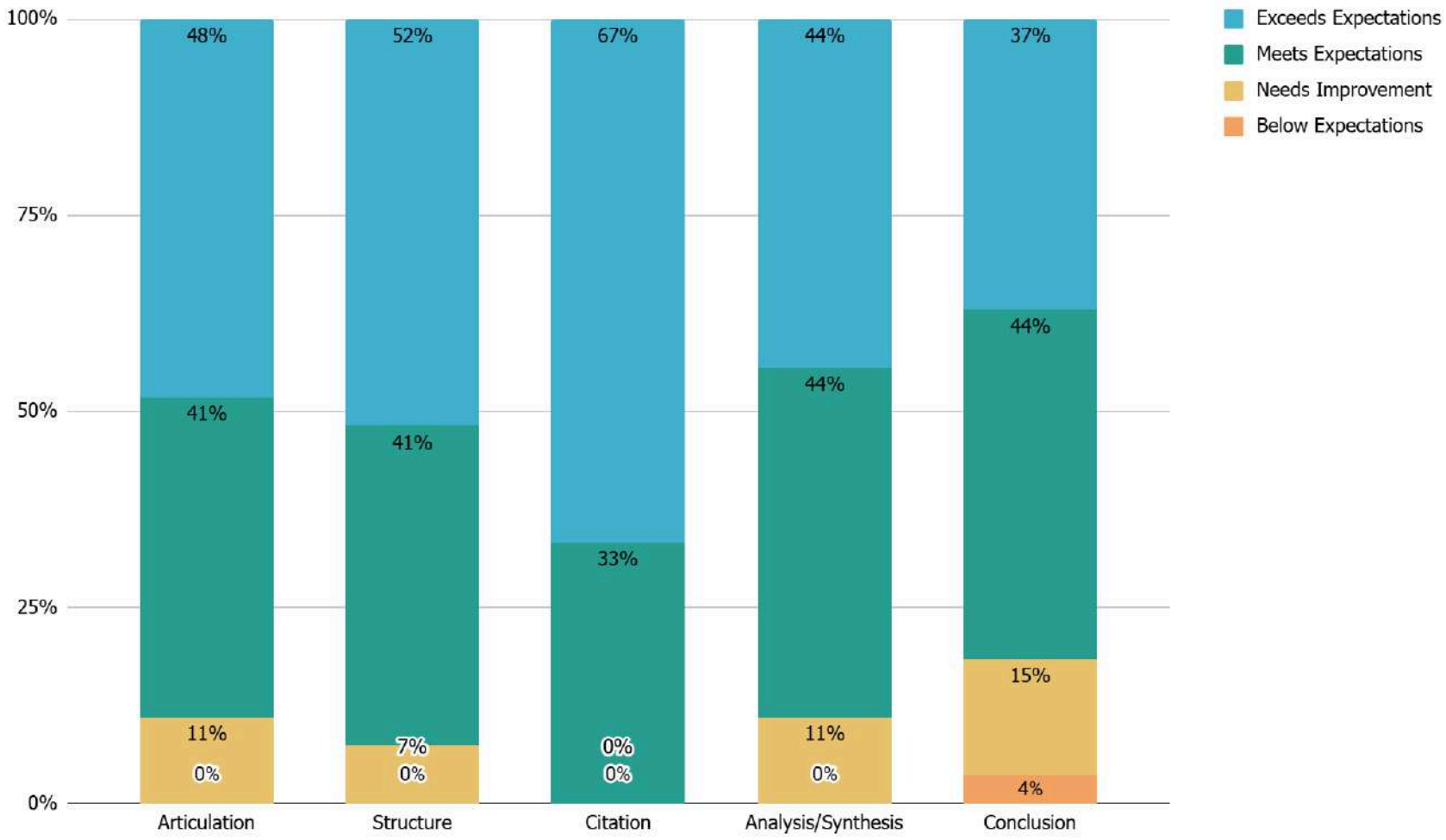
For Academic Year:	2024-2025

School of Arts and Sciences Mission
Computer Science Program Purpose
The School of Arts and Sciences strives to educate its students within the multi-faceted context of the liberal arts. Firmly rooted in the Christian tradition of Concordia University Irvine, the School confidently and freely explores both the riches of the past and the knowledge of today. The School cultivates within all students a disciplined and coherent worldview to prepare them to be active and effective leaders in today's world. **The Computer Science Bachelor of Science** develops student analytic and algorithmic abilities to investigate, formulate, analyze, and articulate solutions to problems in the design, development, and analysis of computer hardware and software in both theoretical and practical contexts while seeking to further their knowledge of God's world.

Program Learning Outcomes (PLOs)
1. Create, implement, and evaluate software systems that meet specified design and performance requirements.
2. Apply algorithmic, mathematical, and scientific reasoning to a variety of complex computing problems.
3. Analyze, articulate, and apply scholarly resources to integrate computer science theory, software development fundamentals, and best practices in the discipline of computer science.
4. Cultivate the Christian teaching of vocations to make wise, informed judgements and practice ethical, honorable decision making in computer science.
5. Demonstrate effective written and oral communication skills in computer science.
6. Function effectively as a gracious and helpful member or leader of a team.

Program Assessment Overview Aligns with ULO: Systematic Inquiry			
PLOs Assessed	**Evidence and Assessment Instrument**	**Performance Objectives (Targets/Criteria) Measures:**	**Results for Measures of Student Learning:**
PLO#3: Analyze, articulate, and apply scholarly resources to integrate computer science theory, software development fundamentals, and best practices in the discipline of computer science.	CSC 428: Cyber Defense Paper CSC 495/6: Project Presentations	At least 75% achievement in all rubric areas used	Percentage of students who met or exceed expectations: Articulation - 89% Structure - 93% Selection - 100% Analysis - 89% Conclusion - 81%

Program Assessment Results



Summary of Program Assessment Findings
The majority of assignments (89%) met or exceeded expectations for all criteria. The highest scoring criterion was Selection and Citation of Information (100%) and the lowest was Conclusion to the Problem/Task (81%). A few of the assignments were rated as Needs Improvement by a single rater, whereas all of the other raters assigned a higher score. Only one assignment was rated Below Expectations, and only for a single criterion: Conclusion to the Problem/Task.

Summary of Achievement Outcomes Aligns with ULO: Systematic Inquiry		
2024-2025 PLO Assessed	**Student Evidence: Cyber Defense Paper & Project Presentations**	**Student Evidence: N/A**
Criterion Measured	**Performance Target Was…**	**Performance Target Was…**
Articulation of Problem / Task	Met	
Structure of Investigation	Met	
Selection and Citation of Information	Met	
Analysis and Synthesis of Information	Met	
Conclusion to the Problem / Task	Met	

Program Proposed Course of Action for Improvement in Learning Outcomes
To address the findings from this assessment, the department plans to incorporate explicit requirements related to systematic inquiry in routine homework assignments for the foundational lower-division classes. The results indicate that the majority of our upper-division students already demonstrate strong inquiry skills, so the goal is to support the remaining students by cultivating strong habits in earlier portions of the curriculum.