Program Educational Outcomes (PEOs)

1. The graduates will be working as senior technical leads in IT related industries exhibiting ethical values and leadership roles in multidisciplinary teams
2. The graduates will take up higher education or other professional degrees in Computer Science and related disciplines to meet specific needs of services in academia, Research and Development (R&D) organizations, and corporate sectors
3. The graduates will build and develop ICT-based startup companies using their entrepreneurial skills

Program Learning Outcomes (PLOs)

1. **Computing Knowledge:** An ability to apply knowledge of computing and mathematics appropriate to the program's student outcomes and to the discipline
2. **Problem Analysis:** An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
3. **Design and development of solutions:** An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs
4. **Team work:** An ability to function effectively on teams to accomplish a common goal
5. **Ethics:** An understanding of professional, ethical, legal, security and social issues and
6. **Communication:** An ability to communicate effectively with a range of audiences
7. **Computer Scientist and Society**: An ability to analyze the local and global impact of computing on individuals, organizations, and society
8. **Professional Development:** Recognition of the need for and an ability to engage in continuing professional development
9. **Modern Skills and Tools Usage:** An ability to use current techniques, skills, and tools necessary for computing practice.
10. **Project Management:** An ability to demonstrate management skills and apply engineering principles to one's own work, as a member and/or leader in a team, to manage projects in a multidisciplinary environment.
11. **Investigation:** Investigation: An ability to investigate complex engineering problems in a methodical way including literature survey, design and conduct of experiments, analysis and interpretation of experimental data, and synthesis of information to derive valid conclusions.
12. **Lifelong Learning**: An ability to recognize importance of, and pursue lifelong learning in the broader context of innovation and technological developments