

**The College at Brockport, State University of New York
Department of Computer Science**

Computer Information Systems Major

Program Educational Objectives

The objectives of the undergraduate degree program in Computer Information Systems are to produce graduates:

1. Capable of productive employment in computing technology application fields, with job designations such as Database Administrator, IT Specialist, Network Administrator, Project Manager, Systems Analyst, Web Designer, and Web Programmer (e-commerce),
2. Equipped to adapt and grow as work conditions and responsibilities change with technology and globalization, and
3. Prepared to pursue advanced graduate studies in computing or related disciplines.

These objectives are accomplished by providing:

- a. A broad-based education in core areas of Information Systems, including systems analysis and design, databases, networks, and project management, with an appropriate blend of theory and practice,
- b. Opportunities to specialize in a variety of areas of Information Systems through a selection of elective courses,
- c. Opportunities to broaden educational experiences through independent studies, theses, internships, career exploration experiences, and study abroad programs, and
- d. A deep foundation in professional ethics and communication skills.

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Student Outcomes

- A. An ability to apply fundamental principles of computing, mathematics, and organizational theory as appropriate to the discipline of information systems.
- B. An ability to analyze a problem and model it as an information system using appropriate methodologies, and to identify the computing requirements necessary to meet the desired needs.
- C. An ability to design, implement, and evaluate an information system, and to compare alternative solutions.
- D. An ability to use current techniques, skills, and tools appropriate for immediate employment in computing technology application fields.
- E. An ability to function effectively on teams to accomplish a common goal.
- F. An ability to communicate effectively, both orally and in writing, using accepted standards of the profession.
- G. An ability to analyze the social and human context of computing as it impacts individuals, organizations, and society, including ethical, legal, security, and global policy issues.
- H. An ability to work and learn independently and an appreciation of the importance of continuing education and professional growth over the course of a lifetime.