

# Rating-Sheet

## Senior Project

### Assessment of Student Outcomes of the BS in Computer Science of the FIU School of Computing and Information Sciences

Project Title \_\_\_\_\_ Performance Test Tool (Team 1)\_\_\_\_\_

Number of team members: 3 Semester & Year Fall 2010\_\_\_\_\_

Project origination: \_\_\_\_\_ Ultimate Software\_\_\_\_\_

Evaluator

Affiliation

Peter J. Clarke\_\_\_\_\_

SCIS, FIU\_\_\_\_\_

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**Your responses to this survey instrument will be used solely for the purpose of assessing the Student Outcomes of the BS in Computer Science program of the School of Computing and Information Sciences at FIU. The survey is expressly NOT for assessment of student performance in the SCIS Senior Project course, nor for assessment of the instructor(s).**

*For each Student Outcome, decide whether this project provides sufficient evidence to make a judgment about the students' attainment of that Student Outcome. If so, please indicate your assessment of the level of attainment of that Student Outcome demonstrated in this project:*

<b>Rating</b>	<b>Criterion</b>
<b>n/a</b>	The project does not provide clear evidence about this particular outcome
<b>1</b>	The project demonstrates <b>poor</b> attainment of this outcome
<b>2</b>	The project demonstrates <b>fair</b> attainment of this outcome
<b>3</b>	The project demonstrates <b>good</b> attainment of this outcome
<b>4</b>	The project demonstrates <b>very good</b> attainment of this outcome
<b>5</b>	The project demonstrates <b>excellent</b> attainment of this outcome

## BS in CS Student Outcomes Assessment via Senior Project

<b>Student Outcomes</b>	<b>Rating</b>
a) Demonstrate proficiency in the foundation areas of Computer Science including mathematics, discrete structures, logic and the theory of algorithms	3
b) Demonstrate proficiency in various areas of Computer Science including data structures and algorithms, concepts of programming languages and computer systems	2
c) Demonstrate proficiency in problem solving and application of software engineering techniques	5
d) Demonstrate mastery of at least one modern programming language and proficiency in at least one other.	5
e) Demonstrate understanding of the social and ethical concerns of the practicing computer scientist.	4
f) Demonstrate the ability to work cooperatively in teams.	5
g) Demonstrate effective communication skills.	5

j) Have experience with contemporary environments and tools necessary for the practice of computing.	5
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