

Program Assessment: Annual Report

Program(s):	BA/BS/MS Computer Science, MS Software Engineering
Department:	Computer Science
College/School:	Arts & Sciences
Date:	June 30, 2018
Primary Assessment Contact:	Michael Goldwasser (Department Chair)

This year we undertook a top-to-bottom redesign of our assessment efforts, involving both our existing BA and BS programs in Computer Science and the new MS in Computer Science and MS in Software Engineering programs that will be launched in Fall 2018.

Our previous assessment plans for the BA and BS degrees were designed in Fall 2015 based upon Program Level Outcomes (PLOs) that had mirrored those used by ABET for undergraduate computer science programs. We decided to revisit those PLOs for two reasons.

1. In late 2016, ABET released a draft of proposed revisions to their program-level outcomes for computer science programs (their first major revisions in more than a decade). Most notably, they proposed replacing 11 explicit student outcomes with a newly designed set of 7 outcomes.

In October 2017 they released official criteria that would go into effect during the 2019-2020 academic year. In the end, there were only 6 student learning outcomes dictated for assessment.

2. Here at SLU, we received feedback from the Provost's office in September 2017, regarding the version of our assessment plan submitted in Fall 2015 (which itself had been modeled off of previous ABET criteria.) The lede of that report was that the "outcomes warrant revision" noting there are "too many, and yet many are too broad to direct solid assessment work."

Given that both of these developments suggested a similar need for revision, we chose to suspend our direct assessment activities and instead focus efforts on revisiting the desired student learning outcomes for our undergraduate programs and then to build a new assessment plan that would allow us to measure performance.

Other relevant developments impacting need for further refinement of our assessment activities are:

- In Fall 2018, we will begin delivering two new Master's programs in St. Louis (an MS in Computer Science and an MS in Software Engineering).
- In Fall 2018, SLU-Madrid will begin offering the entire BA and BS programs in Computer Science on their campus.

Out primary goals include:

- To revise the student learning outcomes for our existing undergraduate programs
- To revise the student learning outcomes originally proposed for the new graduate programs
- To develop a coordinated assessment plan for all of our academic programs.
- To coordinate with SLU-Madrid campus to ensure consistent assessment practices across campuses.

While this initiative is still underway, significant progress was achieved during AY2017-2018.

- The department faculty held a series of meetings and ratified revisions to the student outcomes for each of our four academic programs.
- In Spring 2018, a faculty member was given a course release in order to jumpstart the redevelopment of our assessment plans. Next year, that faculty member will continue as Assessment Coordinator and Chair of a department Assessment Committee.
- In Spring 2018, the department submitted some minor revisions to the degree requirements for our bachelors programs. Those were approved by the A&S Faculty Council to be effective in Fall 2018. The most notable change in terms of assessment was narrowing what had been a relatively loosely defined set of "Applications Courses" from which students had to select one elective, and replacing it with a more tailored and focused list of "Applied Systems Courses" that more directly support the new learning outcomes (and mirror ABET curricular suggestions).
- In June 2018, new assessment plans were submitted to the Provost office for each of the four academic programs (BA in CS, BS in CS, MS in CS, MS in SE).
- Rubrics have been developed for some (but not all) of the learning outcomes. More will be developed and revised in AY2018-2019.
- The "Year 1" calendar for the new plans will be implemented in AY2018-2019, both in St. Louis and Madrid.