Aims of Teaching

1. Enable students to develop their capacity to learn and participate in society as competent professionals.
2. Prepare students for the world of work and develop self-confidence and problem solving abilities.
3. Develop among students the awareness of the social, organizational, and professional context in which they will be working.
4. Produce graduates who will be able to contribute to and take active part in a variety of industrial, commercial, and academic activities.
5. Produce graduates who exhibit a range of broad based skills and activities related to Computer Science.
6. Produce graduates who can adapt to changing technology and have the ability to recognize technological and human trends.
7. Produce graduates who meet the industry standard in Computer Science and have experience in the use of general tools and technologies used in the design and implementation of software.
8. Provide study opportunities, which are comparable with national and international academic qualifications.
9. Engender among students the spirit of research and enquiry through suitable mechanism such as departmental research.
10. Enable students to develop transferable skills such as verbal and written communication, teamwork leadership, etc.

2. Learning Outcomes
Successful completion of the programme should lead to the following learning outcomes:

A- Knowledge and Understanding of
A2) A wide range of principles and tools available to the software developer, such as design methodologies, choice of algorithm, language, software libraries and user interface technique.
A3) The principles of various current applications and research areas of the subject including artificial intelligence, databases, software engineering, networks, and distributed systems.
A4) A wide range of software and hardware used in development of computer systems.
A5) The professional and ethical responsibilities of the practising computer professional including understanding the need for quality, security, and computer ethics.

B- Intellectual skills – with ability to
B1) Analyse a wide range of problems and provide solutions related to the design and construction of computer systems through suitable algorithms, structures, diagrams, and other appropriate methods.
B2) Identify a range of solutions and critically evaluate them and justify proposed design solutions.
B3) Design and implement practical software systems.
B4) Practice self-learning by using the e-courses.
C- Practical skills - with ability to
C1) Plan and undertake a major individual / group project in the areas of computer science.
C2) Prepare and deliver coherent and structured verbal and written technical reports.
C3) Give technical presentations suitable for the time, place, and audience.
C4) Use the scientific literature effectively and make discriminating use of Web resources.
C5) Design, write, and debug computer programmes in appropriate languages.
C6) Use appropriate computer-based design support tools.

D- Transferable skills – with ability to
D1) Display an integrated approach to the deployment of communication skills.
D2) Use IT skills and display mature computer literacy.
D3) Work effectively with and for others.
D4) Strike the balance between self-reliance and seeking help when necessary in new situations.
D5) Display personal responsibility by working to multiple deadlines in complex activities.
D6) Employ discrete and continuous mathematical skills as appropriate.