

INSTITUTIONAL LEARNING OUTCOMES

Cogswell graduates in all programs will :

ILO1 Write correctly, accurately, and persuasively. (*Written Communication*)

ILO2 Communicate professionally by connecting with their audience through effective oral presentations. (*Oral Communication*)

ILO3 Critically analyze ideas, issues, content and events to formulate conclusions and make decisions individually or collaboratively. (*Critical Thinking*)

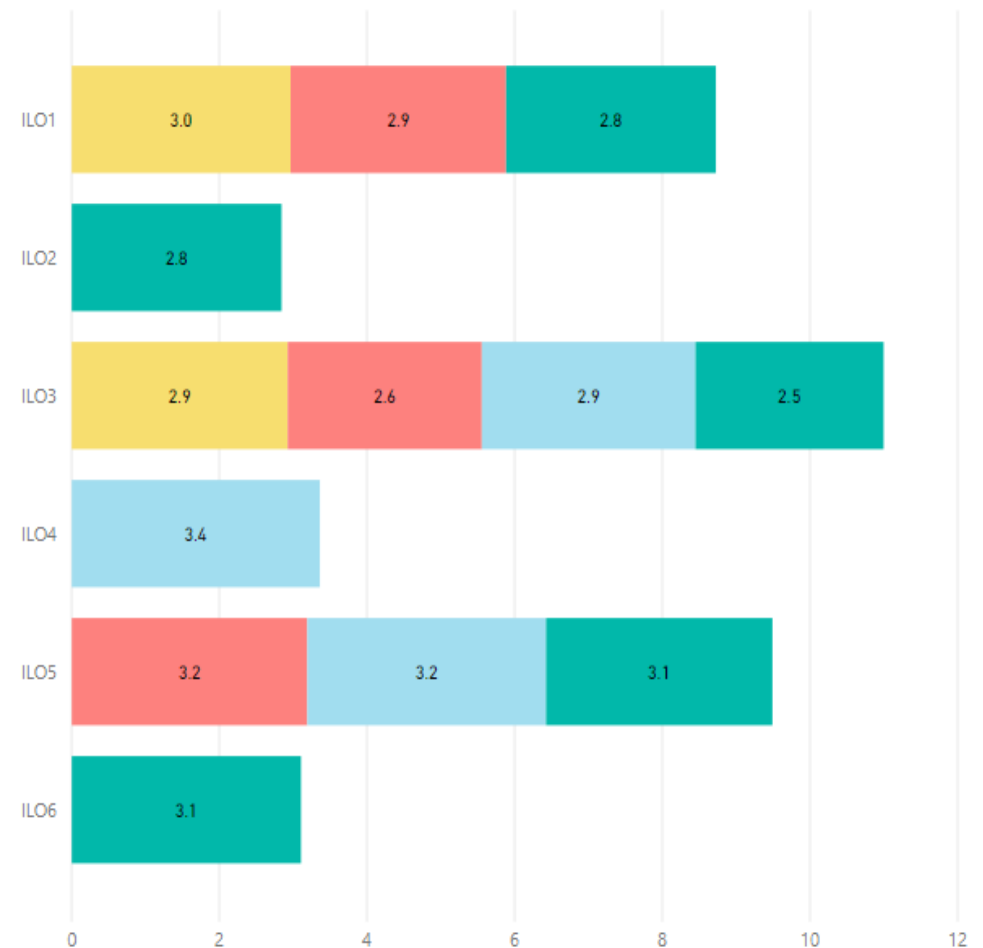
ILO4 Identify, locate, evaluate, and responsibly use information from a range of sources. (*Information Literacy*)

ILO5 Apply quantitative methods to solve a variety of problems. (*Quantitative Reasoning*)

ILO6 Combine and synthesize ideas, content and expertise in original and innovative ways. (*Creative Thinking*)

Ave Score by LO and Year

Year ● 2014-2015 ● 2015-2016 ● 2016-2017 ● 2017-2018



PROGRAM:
BACHELOR OF BUSINESS ADMINISTRATION
(BBA)

Cogswell graduates in Bachelor of Business Administration will:

PLO1 Critically analyze and synthesize information from diverse sources to inform business decision-making.

PLO2 Demonstrate professionalism in the presentation of evidence and findings both orally and in written documentation.

PLO3 Create effective management and planning within the context of available resources and goals.

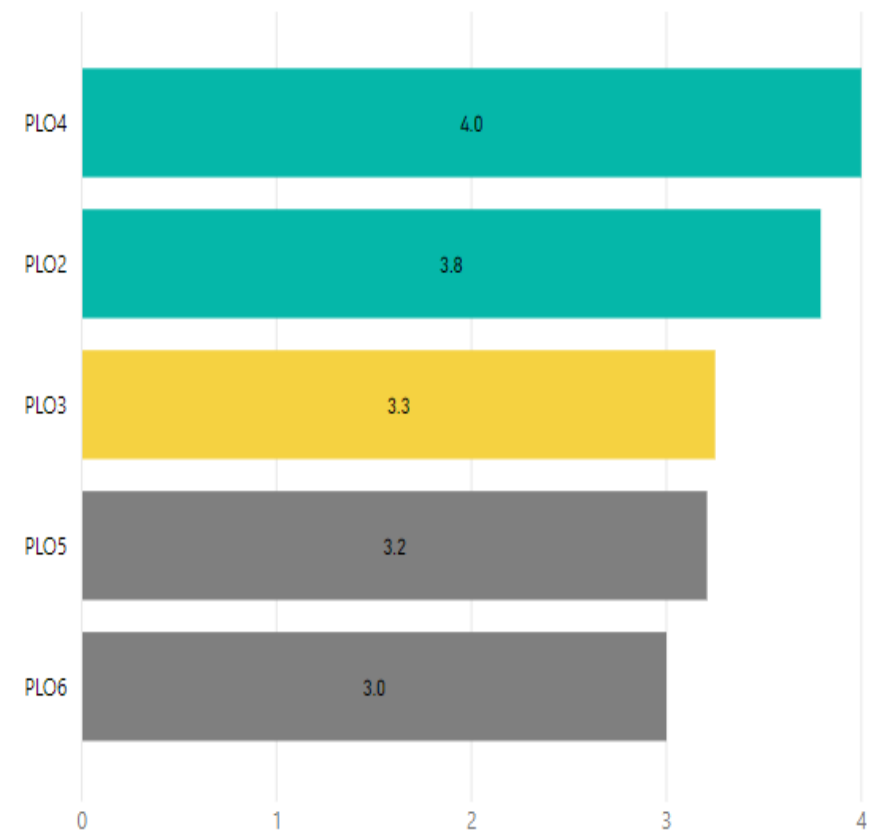
PLO4 Innovate and creatively adapt to political, socio-economic and technological shifts in the marketplace.

PLO5 Interpret and apply ethical and professional standards in business.

PLO6 Demonstrate leadership skills in professional and business settings.

Ave Score by PLO and Year

Year ● 2016-2017 ● 2017-2018 ● 2018-2019



PROGRAM:

Computer Science and Engineering
 (CSE)

Cogswell graduates in Computer Science will:

PLO1 Identify, interpret and apply key STEM concepts and solve engineering problems.

PLO2 Demonstrate an ability to design and develop software or hardware systems.

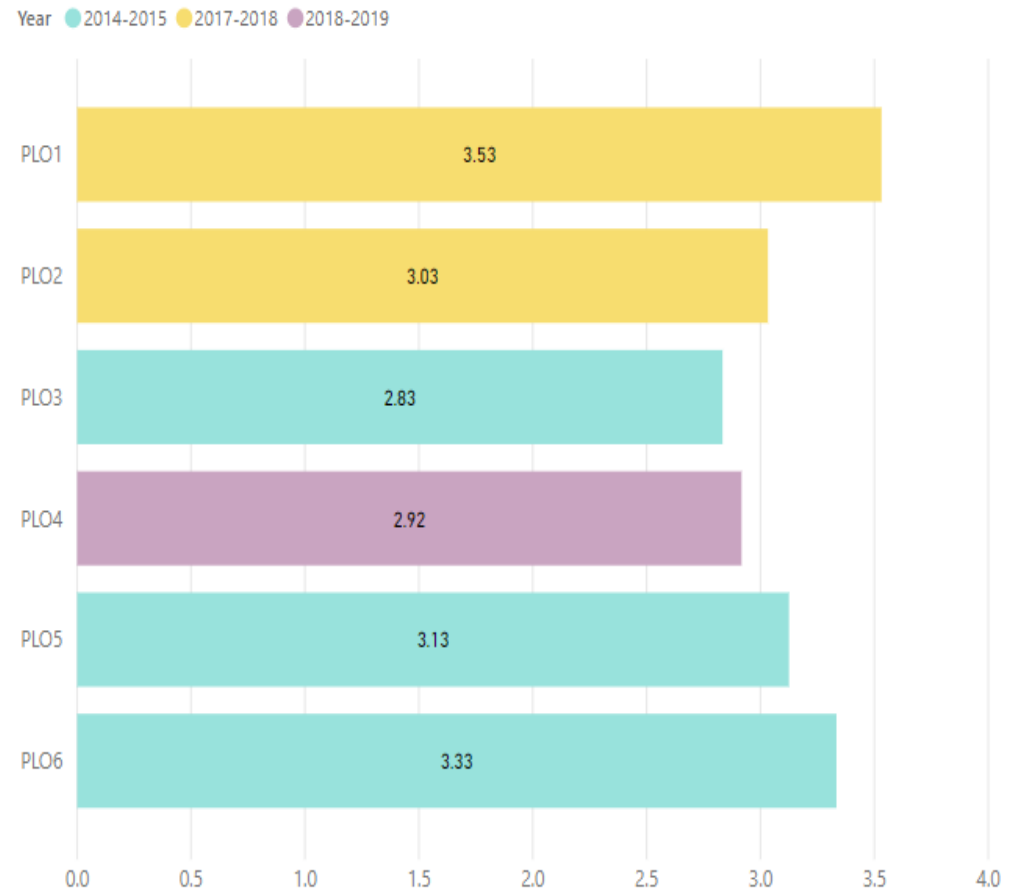
PLO3 Create optimal solutions for computer-based software systems using advanced concepts of algorithms and computer science theory.

PLO4 Acquire and develop new knowledge independently by conducting research and applying critical thinking.

PLO5 Demonstrate effective collaboration in engineering or multidisciplinary team projects.

LEARNING OUTCOMES ASSESSMENT RESULTS (Scale 1 – 4)

Ave Score by LO and Year



PROGRAM:
DIGITAL ART AND ANIMATION
 (DAA)

Cogswell graduates in Digital Art and Animation will:

PLO1 Demonstrate an effective application of design principles and color theory in student projects.

PLO2 Employ creative aspects of experimentation and iteration in their designs.

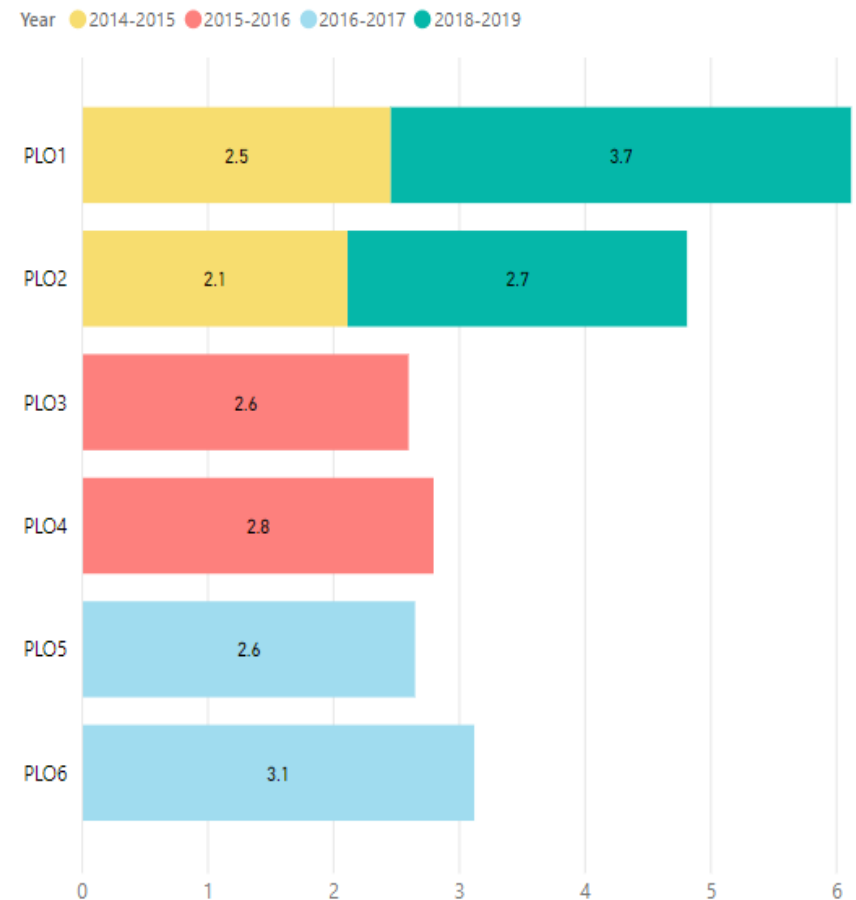
PLO3 Recognize and differentiate the critical components of a project.

PLO4 Create expressive characters, environments and props using traditional tools and techniques of the industry.

PLO5 Integrate inventive principles, techniques and skills in student projects.

PLO6 Contribute effectively their expertise to a collaborative project.

Ave Score by LO and Year



PROGRAM:
DIGITAL AUDIO TECHNOLOGY
 (DAT)

Cogswell graduates in Digital Audio Technology will:

PLO1 Execute an audio production project from concept to delivery according to industry standards.

PLO2 Apply best music production practices to individual or collaborative audio projects.

PLO3 Represent within a STEM perspective the conceptual basis of the tools and processes used in audio production.

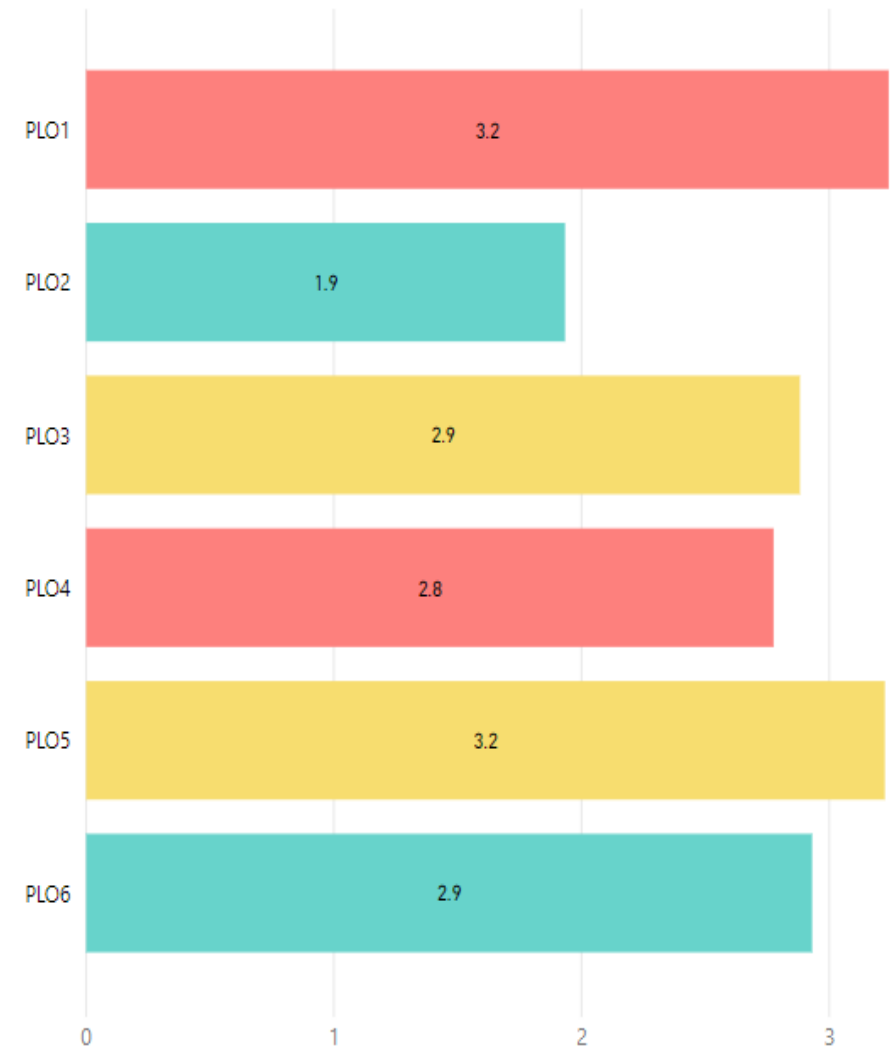
PLO4 Model musical styles based on an integration of historical and theoretical knowledge.

PLO5 Apply knowledge, reasoning and reflection to evaluate music and audio production.

PLO6 Formulate the steps and processes toward a specific career path within the industry.

Ave Score by LO and Year

Year ● 2014-2015 ● 2015-2016 ● 2016-2017



PROGRAM:
GAME DESIGN AND DEVELOPMENT
 (GDD)

Cogswell graduates in Game Design and Development will:

PLO1 Construct project plans integrating principles of project planning and game theory, incorporating concepts, techniques, and scheduling.

PLO2 Apply technology, software and engineering concepts to the interpretation and analysis of data.

PLO3 Demonstrate creation of a project through collaboration with a multi-disciplinary project team.

PLO4 Author game content for multiple platforms using 2 and 3-dimensional asset techniques and principles.

PLO5 Create an online portfolio that demonstrates principles, techniques and skills applicable in the industry.

PLO6 Demonstrate application of gameplay, narrative, and/or visual aesthetics within game development.

Ave Score by LO and Year

