University of Rhode Island

Computer Engineering Program Outcomes

To Understand - to understand fundamentals of computer hardware and software, electronics, electronic design automation, and mathematics, and how these are used in computers and computer-based systems. An understanding that engineering knowledge should be applied in an ethically responsible manner for the good of society.

To Question - to critically evaluate alternate assumptions, approaches, procedures, tradeoffs, and results related to engineering problems.

To Design - to design and implement a computer system including processor, memory and I/O system, compiler, operating system, and local area network interface.

To Lead - to lead a small team of student engineers performing a laboratory exercise or design project; to participate in the various roles in a team and understand how they contribute to accomplishing the task at hand.

To Communicate - to use written and oral communications to document work and present project results.

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