Graduate Program Learning Outcomes for Electrical and Computer Engineering
Updated: January 23, 2023

GSLG #1: Understand, interpret, shape, and augment the knowledge base.

- PLO #1: Demonstrate facility with methods of advanced engineering analysis and design.

- PLO #2: Solve complex electrical and computer engineering problems by using advanced engineering analysis and design methods.

- Satisfied by: Many courses in our graduate seminar talks, thesis or dissertation. Representative student work could be seminar representations, theses or dissertations.

GSLG #2: Share disciplinary expertise openly, effectively, and accurately.

- PLO #3: Create professional-quality reports, engineering design projects, and/or presentations with significant technical content that address complex electrical and computer engineering systems.

- Satisfied by: Classes with a design project that includes a report and/or presentation; thesis or dissertation. Representative student work would be seminar representations, theses, or dissertations.

GSLG #3: Demonstrate responsible and ethical practice.

- PLO #4: Students will design hardware devices and systems, as well as software code, using engineering methodologies such as safety, reliability, compliance, efficiency, and privacy/security.

- Satisfied by: Classes with significant design content incorporating safety, reliability, compliance, efficiency, and privacy/security into coursework, research, and thesis. Representative student work could be seminar representations, theses, or dissertations. RCR Training.
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<tr>
<th>Course</th>
<th>PLO #1</th>
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