



ABET

Computing Accreditation Commission
Version 1.0

**CRITERIA FOR ACCREDITING
COMPUTING PROGRAMS**

Effective for Reviews During the 2018-2019 Accreditation Cycle
Incorporates all changes approved by the ABET Board of Delegates
Computing Area Delegation as of October 20, 2017

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I. GENERAL CRITERIA

Criterion 1. Students

Student performance must be evaluated. Student progress must be monitored to foster success in attaining student outcomes, thereby enabling graduates to attain program educational objectives. Students must be advised regarding curriculum and career matters.

The program must have and enforce policies for accepting both new and transfer students, awarding appropriate academic credit for courses taken at other institutions, and awarding appropriate academic credit for work in lieu of courses taken at the institution. The program must have and enforce procedures to ensure and document that students who graduate meet all graduation requirements.

Criterion 2. Program Educational Objectives

The program must have published program educational objectives that are consistent with the mission of the institution, the needs of the program's various constituencies, and these criteria. There must be a documented, systematically utilized, and effective process, involving program constituencies, for the periodic review of these program educational objectives that ensures they remain consistent with the institutional mission, the program's constituents' needs, and these criteria.

Criterion 3. Student Outcomes

The program must have documented student outcomes that prepare graduates to attain the program educational objectives. There must be a documented and effective process for the periodic review and revision of these student outcomes.

The program must enable students to attain, by the time of graduation:

- (a) An ability to apply knowledge of computing and mathematics appropriate to the program's student outcomes and to the discipline
- (b) An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution
- (c) An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs
- (d) An ability to function effectively on teams to accomplish a common goal
- (e) An understanding of professional, ethical, legal, security and social issues and responsibilities
- (f) An ability to communicate effectively with a range of audiences
- (g) An ability to analyze the local and global impact of computing on individuals, organizations, and society
- (h) Recognition of the need for and an ability to engage in continuing professional development

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PROGRAM CRITERIA FOR COMPUTER SCIENCE AND SIMILARLY NAMED COMPUTING PROGRAMS

Lead Society: CSAB

These program criteria apply to computing programs using computer science or similar terms in their titles.

3. Student Outcomes

The program must enable students to attain, by the time of graduation:

- (j) An ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices. [CS]
- (k) An ability to apply design and development principles in the construction of software systems of varying complexity. [CS]

5. Curriculum

Students must have the following amounts of course work or equivalent educational experience:

- (a) Computer science: One and one-third years that must include:
 1. Coverage of the fundamentals of algorithms, data structures, software design, concepts of programming languages and computer organization and architecture. [CS]
 2. An exposure to a variety of programming languages and systems. [CS]
 3. Proficiency in at least one higher-level language. [CS]
 4. Advanced course work that builds on the fundamental course work to provide depth. [CS]
- (b) One year of science and mathematics:
 1. Mathematics: At least one half year that must include discrete mathematics. The additional mathematics might consist of courses in areas such as calculus, linear algebra, numerical methods, probability, statistics, number theory, geometry, or symbolic logic. [CS]
 2. Science: A science component that develops an understanding of the scientific method and provides students with an opportunity to experience this mode of inquiry in courses for science or engineering majors that provide some exposure to laboratory work. [CS]

6. Faculty

Some full time faculty members must have a Ph.D. in computer science.

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- (i) An ability to use current techniques, skills, and tools necessary for computing practice.

Criterion 4. Continuous Improvement

The program must regularly use appropriate, documented processes for assessing and evaluating the extent to which the student outcomes are being attained. The results of these evaluations must be systematically utilized as input for the continuous improvement of the program. Other available information may also be used to assist in the continuous improvement of the program.

Criterion 5. Curriculum

The program's requirements must be consistent with its program educational objectives and designed in such a way that each of the student outcomes can be attained. The curriculum must combine technical and professional requirements with general education requirements and electives to prepare students for a professional career and further study in the computing discipline associated with the program, and for functioning in modern society.

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The technical and professional requirements must include at least one year of up-to-date coverage of fundamental and advanced topics in the computing discipline associated with the program. In addition, the program must include mathematics appropriate to the discipline beyond the pre-calculus level. For each course in the major required of all students, its content, expected performance criteria, and place in the overall program of study must be published.

Criterion 6. Faculty

Each faculty member teaching in the program must have expertise and educational background consistent with the contributions to the program expected from the faculty member. The competence of faculty members must be demonstrated by such factors as education, professional credentials and certifications, professional experience, ongoing professional development, contributions to the discipline, teaching effectiveness, and communication skills. Collectively, the faculty must have the breadth and depth to cover all curricular areas of the program.

The faculty serving in the program must be of sufficient number to maintain continuity, stability, oversight, student interaction, and advising. The faculty must have sufficient responsibility and authority to improve the program through definition and revision of program educational objectives and student outcomes as well as through the implementation of a program of study that fosters the attainment of student outcomes.

Criterion 7. Facilities

Classrooms, offices, laboratories, and associated equipment must be adequate to support attainment of the student outcomes and to provide an atmosphere conducive to learning. Modern tools, equipment, computing resources, and laboratories appropriate to the program must be available, accessible, and systematically maintained and upgraded to enable students to attain the student outcomes and to support program needs. Students must be provided appropriate guidance regarding the use of the tools, equipment, computing resources, and laboratories available to the program.

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ABET

Computing Accreditation Commission
Version 2.0

**CRITERIA FOR ACCREDITING
COMPUTING PROGRAMS**

Optional for Reviews During the 2018-2019 Accreditation Cycle
Mandatory for Reviews During the 2019-2020 Accreditation Cycle
Incorporates all changes approved by the ABET Board of Delegates
Computing Area Delegation as of October 20, 2017

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I. GENERAL CRITERIA

Criterion 1. Students

Student performance must be evaluated. Student progress must be monitored to foster success in attaining student outcomes, thereby enabling graduates to attain program educational objectives. Students must be advised regarding curriculum and career matters.

The program must have and enforce policies for accepting both new and transfer students, awarding appropriate academic credit for courses taken at other institutions, and awarding appropriate academic credit for work in lieu of courses taken at the institution. The program must have and enforce procedures to ensure and document that students who graduate meet all graduation requirements.

Criterion 2. Program Educational Objectives

The program must have published program educational objectives that are consistent with the mission of the institution, the needs of the program's various constituencies, and these criteria. There must be a documented, systematically utilized, and effective process, involving program constituencies, for the periodic review of these program educational objectives that ensures they remain consistent with the institutional mission, the program's constituents' needs, and these criteria.

Criterion 3. Student Outcomes

The program must have documented and publicly stated student outcomes that include (1) through (5) below and any outcomes required by applicable Program Criteria. The program may define additional outcomes.

Graduates of the program will have an ability to:

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1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
3. Communicate effectively in a variety of professional contexts.
4. Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
5. Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.

Criterion 4. Continuous Improvement

The program must regularly use appropriate, documented processes for assessing and evaluating the extent to which the student outcomes are being attained. The results of these evaluations must be systematically utilized as input for the continuous improvement of the program. Other available information may also be used to assist in the continuous improvement of the program.

Criterion 5. Curriculum

The program's requirements must be consistent with its program educational objectives and designed in such a way that each of the student outcomes can be attained. The curriculum must combine technical, professional, and general education components to prepare students for a career, further study, and lifelong professional development in the computing discipline associated with the program.

The curriculum requirements specify topics, but do not prescribe specific courses. The program must include mathematics appropriate to the discipline and at least 30 semester credit hours (or equivalent) of up-to-date coverage of fundamental and advanced computing topics that provide both breadth and depth. The computing topics must include:

1. Techniques, skills, and tools necessary for computing practice.
2. Principles and practices for secure computing.
3. Local and global impacts of computing solutions on individuals, organizations, and society.

Criterion 6. Faculty

Each faculty member teaching in the program must have expertise and educational background consistent with the contributions to the program expected from the faculty member. The competence of faculty members must be demonstrated by such factors as education, professional credentials and certifications, professional experience, ongoing professional development, contributions to the discipline, teaching effectiveness, and communication skills. Collectively, the faculty must have the breadth and depth to cover all curricular areas of the program.

The faculty serving in the program must be of sufficient number to maintain continuity, stability, oversight, student interaction, and advising. The faculty must have sufficient responsibility and authority to improve the program through definition and revision of program educational objectives and student outcomes as well as through the implementation of a program of study that fosters the attainment of student outcomes.

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PROGRAM CRITERIA FOR COMPUTER SCIENCE AND SIMILARLY NAMED COMPUTING PROGRAMS

Lead Society: CSAB

These program criteria apply to computing programs using computer science or similar terms in their titles.

3. Student Outcomes

In addition to outcomes 1 through 5, graduates of the program will also have an ability to:

6. Apply computer science theory and software development fundamentals to produce computing-based solutions. [CS]

5. Curriculum

The curriculum requirements specify topics, but do not prescribe specific courses.

These requirements are:

- (a) Computer science: At least 40 semester credit hours (or equivalent) that must include:
 1. Substantial coverage of algorithms and complexity, computer science theory, concepts of programming languages, and software development.
 2. Substantial coverage of at least one general-purpose programming language.
 3. Exposure to computer architecture and organization, information management, networking and communication, operating systems, and parallel and distributed computing.
 4. The study of computing-based systems at varying levels of abstraction.
 5. A major project that requires integration and application of knowledge and skills acquired in earlier course work.
- (b) Mathematics: At least 15 semester credit hours (or equivalent) that must include discrete mathematics and must have mathematical rigor at least equivalent to introductory calculus. The additional mathematics might include course work in areas such as calculus, linear algebra, numerical methods, probability, statistics, or number theory.
- (c) At least six semester credit hours (or equivalent) in natural science course work intended for science and engineering majors. This course work must develop an understanding of the scientific method and must include laboratory work.

6. Faculty

Some full-time faculty members must have a Ph.D. in computer science.

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