EMPLOYER FEEDBACK SURVEY

APPENDIX E14

Major Profile
BS Computer Science

**Employers of the Class of 2000 Graduates
One and One Half Years After Receiving Their ERAU Degree**

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This major profile contains Employer Feedback Survey results for this degree program only, for the current year and the last three years combined. The combined data may be especially useful to programs that have a small number of respondents for the class of 2000. Almost every question from the instrument is included. In order to conserve space, the following abbreviations for each of the campuses are used: DB (Daytona Beach Campus), PC (Prescott Campus), EC (Extended Campus), and ALL (all campuses combined).

Percentages in the data tables have been weighted to ensure representation of all graduates from each class, however the number of responses has been left unweighted. Please use caution when interpreting results for degree programs with a small number of respondents. Results based on very few respondents may not be representative and/or are prone to fluctuation.

Employer comments have been provided to the Chancellors at each campus for distribution to individual departments and degree programs.

Demographics of ERAU Employees
By Year of Graduation

			BS Computer Science			
			1998	1999	2000	All Years
DB	Gender	# of Responses	4	2	1	7
		Female	23.7%	15.2%	.0%	14.3%
		Male	76.3%	84.8%	100.0%	85.7%
PC	Gender	# of Responses	1	0	2	3
		Female	.0%	.0%	40.1%	22.8%
		Male	100.0%	.0%	59.9%	77.2%
ALL	Gender	# of Responses	5	2	3	10
		Female	18.2%	15.2%	13.6%	15.7%
		Male	81.8%	84.8%	86.4%	84.3%

Number of ERAU Graduates Employers Know Professionally

	BS Computer Science					
	Class of 2000			Classes of 1998, 1999, and 2000 Combined		
	DB	PC	ALL	DB	PC	ALL
# of Responses	1	2	3	7	3	10
1	100.0%	.0%	66.1%	30.0%	.0%	24.9%
2-5	.0%	100.0%	33.9%	63.1%	100.0%	69.3%
6-10	.0%	.0%	.0%	.0%	.0%	.0%
11-50	.0%	.0%	.0%	7.0%	.0%	5.8%
Over 50	.0%	.0%	.0%	.0%	.0%	.0%
Total	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

Number of ERAU Graduates Employers Currently Supervise

	BS Computer Science					
	Class of 2000			Classes of 1998, 1999, and 2000 Combined		
	DB	PC	ALL	DB	PC	ALL
# of Responses	1	2	3	7	3	10
1	100.0%	100.0%	100.0%	93.0%	100.0%	94.2%
2-5	.0%	.0%	.0%	7.0%	.0%	5.8%
6-10	.0%	.0%	.0%	.0%	.0%	.0%
11-20	.0%	.0%	.0%	.0%	.0%	.0%
Over 20	.0%	.0%	.0%	.0%	.0%	.0%
Total	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

Supervisors Who Are Also ERAU Graduates

	BS Computer Science					
	Class of 2000			Classes of 1998, 1999, and 2000 Combined		
	DB	PC	ALL	DB	PC	ALL
# of Responses	1	2	3	7	3	10
Yes	.0%	.0%	.0%	7.0%	.0%	5.8%
No	100.0%	100.0%	100.0%	93.0%	100.0%	94.2%
Total	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

Hiring Preference

	BS Computer Science					
	Class of 2000			Classes of 1998, 1999, and 2000 Combined		
	DB	PC	ALL	DB	PC	ALL
# of Responses	1	2	3	3	2	5
Strong Preference for ERAU Graduates	.0%	.0%	.0%	57.5%	.0%	49.3%
Some Preference for ERAU Graduates	.0%	40.1%	13.6%	.0%	40.1%	5.7%
No Preference	100.0%	59.9%	86.4%	42.5%	59.9%	45.0%
Some Preference for Other Graduates	.0%	.0%	.0%	.0%	.0%	.0%
Strong Preference for Other Graduates	.0%	.0%	.0%	.0%	.0%	.0%
Total	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

This question was asked only to employers of the class of 1999 and class of 2000 graduates. Results
from all classes combined only show those two classes

Education of the ERAU Graduate Meets Company Needs

	BS Computer Science					
	Class of 2000			Classes of 1998, 1999, and 2000 Combined		
	DB	PC	ALL	DB	PC	ALL
# of Responses	1	2	3	7	3	10
Strongly Agree	.0%	59.9%	20.3%	14.0%	77.2%	24.7%
Agree	100.0%	40.1%	79.7%	78.7%	22.8%	69.2%
Neutral	.0%	.0%	.0%	7.3%	.0%	6.0%
Disagree	.0%	.0%	.0%	.0%	.0%	.0%
Strongly Disagree	.0%	.0%	.0%	.0%	.0%	.0%
Total	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

Graduate is a Valuable Employee

	BS Computer Science					
	Class of 2000			Classes of 1998, 1999, and 2000 Combined		
	DB	PC	ALL	DB	PC	ALL
# of Responses	1	2	3	7	3	10
Strongly Agree	100.0%	100.0%	100.0%	50.9%	56.8%	51.9%
Agree	.0%	.0%	.0%	40.5%	43.2%	41.0%
Neutral	.0%	.0%	.0%	8.6%	.0%	7.1%
Disagree	.0%	.0%	.0%	.0%	.0%	.0%
Strongly Disagree	.0%	.0%	.0%	.0%	.0%	.0%
Total	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

Graduate is a Good Candidate for Promotion

	BS Computer Science					
	Class of 2000			Classes of 1998, 1999, and 2000 Combined		
	DB	PC	ALL	DB	PC	ALL
# of Responses	1	2	3	7	3	10
Strongly Agree	.0%	59.9%	20.3%	21.0%	77.2%	30.5%
Agree	100.0%	.0%	66.1%	70.5%	.0%	58.5%
Neutral	.0%	40.1%	13.6%	8.6%	22.8%	11.0%
Disagree	.0%	.0%	.0%	.0%	.0%	.0%
Strongly Disagree	.0%	.0%	.0%	.0%	.0%	.0%
Total	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

Skill Level of ERAU Graduate Compared to Graduates From Other Institutions

	BS Computer Science					
	Class of 2000			Classes of 1998, 1999, and 2000 Combined		
	DB	PC	ALL	DB	PC	ALL
# of Responses	1	2	3	3	2	5
Much Higher	.0%	40.1%	13.6%	.0%	40.1%	5.7%
Somewhat Higher	.0%	.0%	.0%	57.5%	.0%	49.3%
Equivalent	100.0%	59.9%	86.4%	42.5%	59.9%	45.0%
Somewhat Lower	.0%	.0%	.0%	.0%	.0%	.0%
Much Lower	.0%	.0%	.0%	.0%	.0%	.0%
Total	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

This question was asked only to employers of the class of 1999 and class of 2000 graduates. Results from all classes combined only show those two classes

Usefulness of General Skills on the Job

		BS Computer Science					
		Class of 2000			Classes of 1998, 1999, and 2000 Combined		
		DB	PC	ALL	DB	PC	ALL
Quantitative/Mathematics	# of Responses	1	2	3	7	3	10
	Very Useful	.0%	59.9%	20.3%	54.5%	34.0%	51.0%
	Somewhat Useful	100.0%	40.1%	79.7%	45.5%	66.0%	49.0%
	Not Useful	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Basic PC Software (word processing, spreadsheets, etc.)	# of Responses	1	2	3	7	3	10
	Very Useful	.0%	100.0%	33.9%	56.1%	56.8%	56.2%
	Somewhat Useful	100.0%	.0%	66.1%	43.9%	43.2%	43.8%
	Not Useful	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Writing Skills (non-technical)	# of Responses	1	2	3	7	3	10
	Very Useful	.0%	.0%	.0%	47.5%	.0%	39.4%
	Somewhat Useful	.0%	100.0%	33.9%	21.3%	100.0%	34.7%
	Not Useful	100.0%	.0%	66.1%	31.2%	.0%	25.9%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Technical Writing	# of Responses	1	2	3	7	3	10
	Very Useful	.0%	40.1%	13.6%	54.5%	22.8%	49.1%
	Somewhat Useful	.0%	.0%	.0%	22.8%	43.2%	26.3%
	Not Useful	100.0%	59.9%	86.4%	22.7%	34.0%	24.6%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Speaking Before an Audience	# of Responses	1	2	3	7	3	10
	Very Useful	.0%	59.9%	20.3%	14.0%	34.0%	17.4%
	Somewhat Useful	.0%	.0%	.0%	47.5%	43.2%	46.8%
	Not Useful	100.0%	40.1%	79.7%	38.5%	22.8%	35.8%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Applied Research (information gathering and analysis)	# of Responses	1	2	3	1	2	3
	Very Useful	.0%	100.0%	33.9%	.0%	100.0%	33.9%
	Somewhat Useful	100.0%	.0%	66.1%	100.0%	.0%	66.1%
	Not Useful	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Critical Thinking	# of Responses	1	2	3	7	3	10
	Very Useful	100.0%	59.9%	86.4%	91.4%	77.2%	89.0%
	Somewhat Useful	.0%	40.1%	13.6%	8.6%	22.8%	11.0%
	Not Useful	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Independent Work	# of Responses	1	2	3	7	3	10
	Very Useful	100.0%	100.0%	100.0%	59.5%	100.0%	66.4%
	Somewhat Useful	.0%	.0%	.0%	40.5%	.0%	33.6%
	Not Useful	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

'Applied Research' has replaced 'Library Research' as a general skill beginning this year. Results for all classes combined only show the current year for this skill

Usefulness of General Skills on the Job
(Continued)

		BS Computer Science					
		Class of 2000			Classes of 1998, 1999, and 2000 Combined		
		DB	PC	ALL	DB	PC	ALL
Planning, Scheduling, and Carrying Out Projects	# of Responses	1	2	3	7	3	10
	Very Useful	100.0%	59.9%	86.4%	43.6%	77.2%	49.3%
	Somewhat Useful	.0%	40.1%	13.6%	15.8%	22.8%	17.0%
	Not Useful	.0%	.0%	.0%	40.5%	.0%	33.6%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Defining and Solving Problems	# of Responses	1	2	3	7	3	10
	Very Useful	100.0%	59.9%	86.4%	91.4%	77.2%	89.0%
	Somewhat Useful	.0%	40.1%	13.6%	8.6%	22.8%	11.0%
	Not Useful	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Working in groups/teams	# of Responses	1	2	3	7	3	10
	Very Useful	100.0%	59.9%	86.4%	100.0%	77.2%	96.1%
	Somewhat Useful	.0%	40.1%	13.6%	.0%	22.8%	3.9%
	Not Useful	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Leading/Guiding Others	# of Responses	1	2	3	7	3	10
	Very Useful	100.0%	59.9%	86.4%	43.6%	34.0%	42.0%
	Somewhat Useful	.0%	40.1%	13.6%	49.1%	66.0%	52.0%
	Not Useful	.0%	.0%	.0%	7.3%	.0%	6.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Responsible Actions and Decision Making	# of Responses	1	2	3	7	3	10
	Very Useful	100.0%	100.0%	100.0%	43.6%	100.0%	53.2%
	Somewhat Useful	.0%	.0%	.0%	56.4%	.0%	46.8%
	Not Useful	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Understanding Other People and Other Points of View	# of Responses	1	2	3	7	3	10
	Very Useful	.0%	40.1%	13.6%	36.8%	66.0%	41.8%
	Somewhat Useful	100.0%	59.9%	86.4%	63.2%	34.0%	58.2%
	Not Useful	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Environmental Awareness	# of Responses	1	2	3	7	3	10
	Very Useful	.0%	.0%	.0%	.0%	.0%	.0%
	Somewhat Useful	.0%	.0%	.0%	63.1%	43.2%	59.7%
	Not Useful	100.0%	100.0%	100.0%	36.9%	56.8%	40.3%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Political and Economic Awareness	# of Responses	1	2	3	7	3	10
	Very Useful	.0%	.0%	.0%	7.3%	.0%	6.0%
	Somewhat Useful	.0%	.0%	.0%	47.5%	43.2%	46.8%
	Not Useful	100.0%	100.0%	100.0%	45.2%	56.8%	47.2%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

Competence of the ERAU Graduate at General Skills

		BS Computer Science					
		Class of 2000			Classes of 1998, 1999, and 2000 Combined		
		DB	PC	ALL	DB	PC	ALL
Quantitative/Mathematics	# of Responses	1	2	3	6	3	9
	Excellent	.0%	59.9%	20.3%	.0%	34.0%	6.2%
	Very Good	.0%	40.1%	13.6%	23.3%	22.8%	23.2%
	Good	100.0%	.0%	66.1%	76.7%	43.2%	70.6%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Basic PC Software (word processing, spreadsheets, etc.)	# of Responses	1	2	3	7	3	10
	Excellent	.0%	100.0%	33.9%	15.6%	56.8%	22.6%
	Very Good	.0%	.0%	.0%	21.3%	.0%	17.6%
	Good	.0%	.0%	.0%	40.5%	43.2%	41.0%
	Fair	100.0%	.0%	66.1%	22.7%	.0%	18.8%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Writing Skills (non-technical)	# of Responses	0	2	2	5	3	8
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	40.1%	40.1%	10.2%	22.8%	13.1%
	Good	.0%	59.9%	59.9%	89.8%	77.2%	86.9%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		.	100.0%	100.0%	100.0%	100.0%	100.0%
Technical Writing	# of Responses	0	1	1	6	2	8
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	100.0%	100.0%	9.0%	34.5%	12.8%
	Good	.0%	.0%	.0%	79.9%	.0%	68.0%
	Fair	.0%	.0%	.0%	11.1%	65.5%	19.2%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		.	100.0%	100.0%	100.0%	100.0%	100.0%
Speaking Before an Audience	# of Responses	0	1	1	4	2	6
	Excellent	.0%	100.0%	100.0%	.0%	44.0%	9.0%
	Very Good	.0%	.0%	.0%	11.4%	.0%	9.0%
	Good	.0%	.0%	.0%	88.6%	.0%	70.5%
	Fair	.0%	.0%	.0%	.0%	56.0%	11.5%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		.	100.0%	100.0%	100.0%	100.0%	100.0%
Applied Research (information gathering and analysis)	# of Responses	1	2	3	1	2	3
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	100.0%	33.9%	.0%	100.0%	33.9%
	Good	100.0%	.0%	66.1%	100.0%	.0%	66.1%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

'Applied Research' has replaced 'Library Research' as a general skill beginning this year. Results for all classes combined only show the current year for this skill

Competence of the ERAU Graduate at General Skills
(Continued)

		BS Computer Science					
		Class of 2000			Classes of 1998, 1999, and 2000 Combined		
		DB	PC	ALL	DB	PC	ALL
Critical Thinking	# of Responses	1	2	3	7	3	10
	Excellent	.0%	.0%	.0%	7.0%	43.2%	13.1%
	Very Good	.0%	100.0%	33.9%	21.3%	56.8%	27.3%
	Good	100.0%	.0%	66.1%	63.2%	.0%	52.4%
	Fair	.0%	.0%	.0%	8.6%	.0%	7.1%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Independent Work	# of Responses	1	2	3	7	3	10
	Excellent	.0%	.0%	.0%	14.0%	43.2%	19.0%
	Very Good	100.0%	100.0%	100.0%	36.9%	56.8%	40.3%
	Good	.0%	.0%	.0%	49.1%	.0%	40.7%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Planning, Scheduling, and Carrying Out Projects	# of Responses	1	2	3	6	3	9
	Excellent	.0%	59.9%	20.3%	.0%	34.0%	8.7%
	Very Good	.0%	40.1%	13.6%	11.7%	66.0%	25.6%
	Good	100.0%	.0%	66.1%	88.3%	.0%	65.6%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Defining and Solving Problems	# of Responses	1	2	3	6	3	9
	Excellent	.0%	.0%	.0%	7.5%	.0%	6.2%
	Very Good	.0%	100.0%	33.9%	15.3%	100.0%	30.6%
	Good	100.0%	.0%	66.1%	67.9%	.0%	55.7%
	Fair	.0%	.0%	.0%	9.2%	.0%	7.5%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Working in groups/teams	# of Responses	1	2	3	7	3	10
	Excellent	.0%	59.9%	20.3%	14.0%	34.0%	17.4%
	Very Good	.0%	.0%	.0%	22.8%	43.2%	26.3%
	Good	.0%	40.1%	13.6%	40.5%	22.8%	37.5%
	Fair	100.0%	.0%	66.1%	22.7%	.0%	18.8%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Leading/Guiding Others	# of Responses	1	2	3	6	3	9
	Excellent	.0%	59.9%	20.3%	.0%	34.0%	6.2%
	Very Good	.0%	40.1%	13.6%	15.1%	22.8%	16.5%
	Good	.0%	.0%	.0%	51.2%	43.2%	49.8%
	Fair	100.0%	.0%	66.1%	33.7%	.0%	27.6%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

Competence of the ERAU Graduate at General Skills
(Continued)

		BS Computer Science					
		Class of 2000			Classes of 1998, 1999, and 2000 Combined		
		DB	PC	ALL	DB	PC	ALL
Responsible Actions and Decision Making	# of Responses	1	2	3	7	3	10
	Excellent	.0%	59.9%	20.3%	7.0%	34.0%	11.6%
	Very Good	.0%	40.1%	13.6%	14.0%	22.8%	15.5%
	Good	.0%	.0%	.0%	56.4%	43.2%	54.1%
	Fair	100.0%	.0%	66.1%	22.7%	.0%	18.8%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Understanding Other People and Other Points of View	# of Responses	1	2	3	7	3	10
	Excellent	.0%	59.9%	20.3%	.0%	34.0%	5.8%
	Very Good	.0%	40.1%	13.6%	21.0%	22.8%	21.3%
	Good	.0%	.0%	.0%	56.4%	43.2%	54.1%
	Fair	100.0%	.0%	66.1%	22.7%	.0%	18.8%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Environmental Awareness	# of Responses	0	0	0	4	1	5
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%	.0%	.0%	.0%
	Good	.0%	.0%	.0%	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		.	.	.	100.0%	100.0%	100.0%
Political and Economic Awareness	# of Responses	0	0	0	3	1	4
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%	.0%	.0%	.0%
	Good	.0%	.0%	.0%	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		.	.	.	100.0%	100.0%	100.0%

Competence of Graduates From Other Institutions at General Skills

		BS Computer Science					
		Class of 2000			Classes of 1998, 1999, and 2000 Combined		
		DB	PC	ALL	DB	PC	ALL
Quantitative/Mathematics	# of Responses	1	2	3	4	3	7
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	40.1%	13.6%	48.4%	22.8%	40.3%
	Good	100.0%	59.9%	86.4%	51.6%	77.2%	59.7%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Basic PC Software (word processing, spreadsheets, etc.)	# of Responses	1	2	3	5	3	8
	Excellent	.0%	59.9%	20.3%	16.3%	34.0%	21.3%
	Very Good	.0%	40.1%	13.6%	40.5%	22.8%	35.5%
	Good	.0%	.0%	.0%	.0%	43.2%	12.1%
	Fair	100.0%	.0%	66.1%	43.2%	.0%	31.1%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Writing Skills (non-technical)	# of Responses	0	2	2	3	3	6
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%	32.9%	.0%	16.7%
	Good	.0%	59.9%	59.9%	67.1%	77.2%	72.1%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	40.1%	40.1%	.0%	22.8%	11.2%
Total		.	100.0%	100.0%	100.0%	100.0%	100.0%
Technical Writing	# of Responses	0	1	1	4	2	6
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%	23.4%	.0%	16.1%
	Good	.0%	.0%	.0%	47.9%	65.5%	53.4%
	Fair	.0%	.0%	.0%	28.7%	.0%	19.7%
	Poor	.0%	100.0%	100.0%	.0%	34.5%	10.8%
Total		.	100.0%	100.0%	100.0%	100.0%	100.0%
Speaking Before an Audience	# of Responses	0	1	1	2	2	4
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%	50.0%	.0%	23.5%
	Good	.0%	100.0%	100.0%	50.0%	100.0%	76.5%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		.	100.0%	100.0%	100.0%	100.0%	100.0%
Applied Research (information gathering and analysis)	# of Responses	1	2	3	1	2	3
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	40.1%	13.6%	.0%	40.1%	13.6%
	Good	100.0%	59.9%	86.4%	100.0%	59.9%	86.4%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

'Applied Research' has replaced 'Library Research' as a general skill beginning this year. Results for all
classes combined only show the current year for this skill

Competence of Graduates From Other Institutions at General Skills
(Continued)

		BS Computer Science					
		Class of 2000			Classes of 1998, 1999, and 2000 Combined		
		DB	PC	ALL	DB	PC	ALL
Critical Thinking	# of Responses	1	2	3	4	3	7
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	100.0%	33.9%	16.6%	56.8%	29.4%
	Good	100.0%	.0%	66.1%	83.4%	43.2%	70.6%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Independent Work	# of Responses	1	2	3	5	3	8
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%	30.2%	.0%	21.7%
	Good	100.0%	40.1%	79.7%	69.8%	66.0%	68.7%
	Fair	.0%	59.9%	20.3%	.0%	34.0%	9.5%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Planning, Scheduling, and Carrying Out Projects	# of Responses	1	2	3	5	3	8
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%	13.3%	.0%	9.6%
	Good	100.0%	.0%	66.1%	86.7%	43.2%	74.5%
	Fair	.0%	100.0%	33.9%	.0%	56.8%	15.9%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Defining and Solving Problems	# of Responses	1	2	3	5	3	8
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	40.1%	13.6%	27.2%	22.8%	26.0%
	Good	100.0%	.0%	66.1%	56.5%	43.2%	52.8%
	Fair	.0%	59.9%	20.3%	16.3%	34.0%	21.3%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Working in groups/teams	# of Responses	1	2	3	5	3	8
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	59.9%	20.3%	27.2%	34.0%	29.1%
	Good	100.0%	.0%	66.1%	72.8%	43.2%	64.5%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	40.1%	13.6%	.0%	22.8%	6.4%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Leading/Guiding Others	# of Responses	1	2	3	4	3	7
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%	.0%	.0%	.0%
	Good	100.0%	59.9%	86.4%	100.0%	77.2%	92.9%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	40.1%	13.6%	.0%	22.8%	7.1%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

**Competence of Graduates From Other Institutions at General Skills
(Continued)**

		BS Computer Science					
		Class of 2000			Classes of 1998, 1999, and 2000 Combined		
		DB	PC	ALL	DB	PC	ALL
Responsible Actions and Decision Making	# of Responses	1	2	3	5	3	8
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%	.0%	.0%	.0%
	Good	100.0%	40.1%	79.7%	100.0%	66.0%	90.5%
	Fair	.0%	59.9%	20.3%	.0%	34.0%	9.5%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Understanding Other People and Other Points of View	# of Responses	1	2	3	5	3	8
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	59.9%	20.3%	26.6%	34.0%	28.7%
	Good	100.0%	.0%	66.1%	73.4%	43.2%	64.9%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	40.1%	13.6%	.0%	22.8%	6.4%
Total		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
Environmental Awareness	# of Responses	0	0	0	2	1	3
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%	.0%	.0%	.0%
	Good	.0%	.0%	.0%	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		.	.	.	100.0%	100.0%	100.0%
Political and Economic Awareness	# of Responses	0	0	0	1	1	2
	Excellent	.0%	.0%	.0%	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%	.0%	.0%	.0%
	Good	.0%	.0%	.0%	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%	.0%	.0%	.0%
	Poor	.0%	.0%	.0%	.0%	.0%	.0%
Total		.	.	.	100.0%	100.0%	100.0%

Usefulness of Degree-Specific Skills on the Job

		BS Computer Science		
		Class of 2000		
		DB	PC	ALL
(A) Understand and apply object-oriented programming concepts to the development of software modules	# of Responses	1	1	2
	Very Useful	100.0%	100.0%	100.0%
	Somewhat Useful	.0%	.0%	.0%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(B) Understand and apply algorithm design concepts and techniques to the design of software modules	# of Responses	1	1	2
	Very Useful	100.0%	100.0%	100.0%
	Somewhat Useful	.0%	.0%	.0%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(C) Understand and apply data structures theory to the design of software modules	# of Responses	1	1	2
	Very Useful	100.0%	.0%	76.5%
	Somewhat Useful	.0%	100.0%	23.5%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(D) Apply theory of modularity, abstraction, and information hiding to the design of software systems	# of Responses	1	1	2
	Very Useful	100.0%	.0%	76.5%
	Somewhat Useful	.0%	100.0%	23.5%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(E) Understand the fundamental concepts of computer organization and architecture	# of Responses	1	1	2
	Very Useful	100.0%	.0%	76.5%
	Somewhat Useful	.0%	100.0%	23.5%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(F) Understand the fundamental concepts of real-time computing	# of Responses	1	1	2
	Very Useful	100.0%	100.0%	100.0%
	Somewhat Useful	.0%	.0%	.0%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(G) Understand the theory and use of operating systems	# of Responses	1	1	2
	Very Useful	.0%	.0%	.0%
	Somewhat Useful	100.0%	100.0%	100.0%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(H) Apply software engineering concepts to specify, design, construct, and test a software product	# of Responses	1	1	2
	Very Useful	100.0%	100.0%	100.0%
	Somewhat Useful	.0%	.0%	.0%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%

Degree-specific skills from this program have changed. Refer to previous years' major profiles for statistics prior to current year

Usefulness of Degree-Specific Skills on the Job
(Continued)

		BS Computer Science		
		Class of 2000		
		DB	PC	ALL
(I) Understand the interrelationship between computer hardware and software fundamentals	# of Responses	1	1	2
	Very Useful	.0%	100.0%	23.5%
	Somewhat Useful	.0%	.0%	.0%
	Not Useful	100.0%	.0%	76.5%
Total		100.0%	100.0%	100.0%
(J) Apply scientific, mathematical, and engineering concepts, methods, and tools to the solution of software engineering problems	# of Responses	1	1	2
	Very Useful	.0%	100.0%	23.5%
	Somewhat Useful	100.0%	.0%	76.5%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(K) Use defined life-cycle engineering processes designed to produce software systems that meet functional, quality, economic, and schedule requirements	# of Responses	1	1	2
	Very Useful	100.0%	.0%	76.5%
	Somewhat Useful	.0%	100.0%	23.5%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(L) Understand and appreciate an engineer's professional and ethical responsibilities	# of Responses	1	1	2
	Very Useful	.0%	100.0%	23.5%
	Somewhat Useful	100.0%	.0%	76.5%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(M) Understand and appreciate the importance of life-long learning	# of Responses	1	1	2
	Very Useful	.0%	100.0%	23.5%
	Somewhat Useful	100.0%	.0%	76.5%
	Not Useful	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%

Degree-specific skills from this program have changed. Refer to previous years' major profiles for statistics prior to current year

Competence of the ERAU Graduate at Degree-Specific Skills

		BS Computer Science		
		Class of 2000		
		DB	PC	ALL
(A) Understand and apply object-oriented programming concepts to the development of software modules	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	100.0%	.0%	76.5%
	Good	.0%	.0%	.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(B) Understand and apply algorithm design concepts and techniques to the design of software modules	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	100.0%	.0%	76.5%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(C) Understand and apply data structures theory to the design of software modules	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	100.0%	.0%	76.5%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(D) Apply theory of modularity, abstraction, and information hiding to the design of software systems	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	.0%	.0%	.0%
	Fair	100.0%	.0%	76.5%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(E) Understand the fundamental concepts of computer organization and architecture	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	.0%	.0%	.0%
	Fair	100.0%	.0%	76.5%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(F) Understand the fundamental concepts of real-time computing	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	.0%	.0%	.0%
	Fair	100.0%	.0%	76.5%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%

Degree-specific skills from this program have changed. Refer to previous
years' major profiles for statistics prior to current year

**Competence of the ERAU Graduate at Degree-Specific Skills
(Continued)**

		BS Computer Science		
		Class of 2000		
		DB	PC	ALL
(G) Understand the theory and use of operating systems	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	.0%	.0%	.0%
	Fair	.0%	.0%	.0%
	Poor	100.0%	.0%	76.5%
Total		100.0%	100.0%	100.0%
(H) Apply software engineering concepts to specify, design, construct, and test a software product	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	.0%	.0%	.0%
	Fair	100.0%	.0%	76.5%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(I) Understand the interrelationship between computer hardware and software fundamentals	# of Responses	0	1	1
	Excellent	.0%	100.0%	100.0%
	Very Good	.0%	.0%	.0%
	Good	.0%	.0%	.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		.	100.0%	100.0%
(J) Apply scientific, mathematical, and engineering concepts, methods, and tools to the solution of software engineering problems	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	.0%	.0%	.0%
	Fair	100.0%	.0%	76.5%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(K) Use defined life-cycle engineering processes designed to produce software systems that meet functional, quality, economic, and schedule requirements	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	.0%	.0%	.0%
	Fair	100.0%	.0%	76.5%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(L) Understand and appreciate an engineer's professional and ethical responsibilities	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	100.0%	.0%	76.5%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%

Degree-specific skills from this program have changed. Refer to previous years'
major profiles for statistics prior to current year

**Competence of the ERAU Graduate at Degree-Specific Skills
(Continued)**

		BS Computer Science		
		Class of 2000		
		DB	PC	ALL
(M) Understand and appreciate the importance of life-long learning	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	100.0%	.0%	76.5%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%

Degree-specific skills from this program have changed. Refer to previous years' major profiles for statistics prior to current year

**Competence of Graduates From Other Institutions at
Degree-Specific Skills**

		BS Computer Science		
		Class of 2000		
		DB	PC	ALL
(A) Understand and apply object-oriented programming concepts to the development of software modules	# of Responses	1	1	2
	Excellent	.0%	.0%	.0%
	Very Good	100.0%	.0%	76.5%
	Good	.0%	100.0%	23.5%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(B) Understand and apply algorithm design concepts and techniques to the design of software modules	# of Responses	1	1	2
	Excellent	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%
	Good	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(C) Understand and apply data structures theory to the design of software modules	# of Responses	1	1	2
	Excellent	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%
	Good	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(D) Apply theory of modularity, abstraction, and information hiding to the design of software systems	# of Responses	1	1	2
	Excellent	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%
	Good	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(E) Understand the fundamental concepts of computer organization and architecture	# of Responses	1	1	2
	Excellent	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%
	Good	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(F) Understand the fundamental concepts of real-time computing	# of Responses	1	1	2
	Excellent	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%
	Good	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%

Degree-specific skills from this program have changed. Refer to previous
years' major profiles for statistics prior to current year

Competence of Graduates From Other Institutions at
Degree-Specific Skills
(Continued)

		BS Computer Science		
		Class of 2000		
		DB	PC	ALL
(G) Understand the theory and use of operating systems	# of Responses	1	1	2
	Excellent	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%
	Good	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(H) Apply software engineering concepts to specify, design, construct, and test a software product	# of Responses	1	1	2
	Excellent	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%
	Good	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(I) Understand the interrelationship between computer hardware and software fundamentals	# of Responses	0	1	1
	Excellent	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%
	Good	.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		.	100.0%	100.0%
(J) Apply scientific, mathematical, and engineering concepts, methods, and tools to the solution of software engineering problems	# of Responses	1	1	2
	Excellent	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%
	Good	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(K) Use defined life-cycle engineering processes designed to produce software systems that meet functional, quality, economic, and schedule requirements	# of Responses	1	1	2
	Excellent	.0%	.0%	.0%
	Very Good	.0%	.0%	.0%
	Good	100.0%	100.0%	100.0%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%
(L) Understand and appreciate an engineer's professional and ethical responsibilities	# of Responses	1	1	2
	Excellent	.0%	.0%	.0%
	Very Good	.0%	100.0%	23.5%
	Good	100.0%	.0%	76.5%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%

Degree-specific skills from this program have changed. Refer to previous years'
major profiles for statistics prior to current year

**Competence of Graduates From Other Institutions at
Degree-Specific Skills
(Continued)**

		BS Computer Science		
		Class of 2000		
		DB	PC	ALL
(M) Understand and appreciate the importance of life-long learning	# of Responses	1	1	2
	Excellent	.0%	100.0%	23.5%
	Very Good	.0%	.0%	.0%
	Good	100.0%	.0%	76.5%
	Fair	.0%	.0%	.0%
	Poor	.0%	.0%	.0%
Total		100.0%	100.0%	100.0%

Degree-specific skills from this program have changed. Refer to
previous years' major profiles for statistics prior to current year