■ Curriculum vs Job Market Alignment Report

■ Executive Summary

This curriculum analysis reveals strengths in data-focused courses. Data Science (DatSci) and Business Intelligence and Visualization (B

A significant curriculum gap exists in "soft skills." While technical skills are emphasized, areas like communication, project management, a

Recommendations include: (1) Revamping weakly aligned courses to emphasize practical application and industry-relevant projects. (2) I

Course	Score (%)	Skills Taught	Matched Skills	
DatSci - Data Science — Introduces	80	applying machine learning, managing big	dataingidata, using python, visualizing da	ta
BIVIS - Business Intelligence and V	76	communicating data insights, creating da	sloboardspicating data insights, creating da	sł
Info1 - Information Management 1 —	69	creating er diagrams, designing databas	esd elsigeliop g.databases, developing databa	se
Prog1 - Programming Essentials — Fo	67	debugging programs, designing program	s,detpolegiegtprograms, implementing progr	ra
Info2 - Information Management 2 —	66	implementing database security, managi	ngmphementing database security, normalia	zir
CloudApp - Cloud-Based Application	63	deploying cloud-integrated apps, designi	ngdelploglibg.cloud-integrated apps, designi	ng
PYTHON - Introduction to Python — B	61	controlling program flow with python, cre	atungingebython variables, utilizing python lik	bra
MobAp - Mobile-Based Application De	60	developing mobile apps, implementing m	olditevelopiyig.mobile apps, using mobile ap	р
THESIS 2 - Thesis 2 — Students deve	59	deploying ai systems, managing live dep	lommaeatsing.live deployments, performing of	qa
Thesis1 - Thesis 1 — Students propo	57	applying machine learning algorithms, co	n dontilugtith g data analysis, writing technica	al
AI - Artificial Intelligence — Cove	57	analyzing data, applying search algorithr	nsainalyteing.data, implementing machine le	ar
SofEng - Software Engineering — Cov	56	applying uml, defining software requirem	entsodeläng.software, testing software	
HCI - Human-Computer Interaction —	55	applying ux principles, conducting usabil	ityd tesit igning user interfaces, prototyping gu	is.
OOPro - Object-Oriented Programming	55	applying encapsulation, applying object-	ori æppæg ng.object-oriented programming pri	ine
WebDev - Web Development Technologi	55	applying version control, deploying web	sy stepto ying web systems, using modern w	eb
SocPro - Social Issues and Professi	55	analyzing security risks, applying ethical	frammelyzzing security risks, implementing se	СІ
InfoAs - Information Assurance and	54	analyzing malware, applying security cor	tr al polying.security controls, managing sec	ur
2D - 2D Animation — Covers digital	53	creating movement arcs, drawing 2d anii	ரு குர் றர ு அடை ing for animation, timing anima	ati

