PEMETAAN MATLAMAT PENDIDIKAN INSTITUSI VS. OBJEKTIF PENDIDIKAN PROGRAM (PE0)
&
MATLAMAT PENDIDIKAN INSTITUSI VS. HASIL PEMBELAJARAN PROGRAM (PLO)

PROGRAM: Sarjana Sains (Sains Komputer) – Mod Campuran

PTJ: Pusat Pengajian Sains Komputer

a) **Pemetaan PEO - IEG**

PEO	PEO statement	THINKER (T)	BALANCED (B)	ENTREPRENEURIAL (E)	ARTICULATE (A)	HOLISTIC (H)
		IEG1	IEG2	IEG3	IEG4	IEG5
PEO1	Competent with a firm grounding in Computer Science to foster research and development of new knowledge in the field. ct	√	√			
PEO2	Have leadership skills and are able to communicate as well as interact effectively with diverse stakeholders.		√		√	√
PEO3	Have positive attitudes, lifelong learning capabilities and entrepreneurial mindset for successful career.			√		√
PEO4	Uphold and defend ethical and professional practices in maintaining self and professional integrity.		√		√	√

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b) Pemetaan PLO - IEG

PLO	MQF 2.0 DOMAIN	PROGRAM LEARNING OUTCOMES, PLO	IEG ELEMENT	
PLO1	Knowledge & Understanding	Integrate advanced knowledge related to current research issues in Computer Science	IEG1	THINKER
PLO2	Practical Skills	Evaluate computing solutions and tools in terms of their usability, efficiency and effectiveness.	IEG1 IEG2	THINKER BALANCED
PLO3	Cognitive Skills	Recommend innovative solutions and ideas that is at the forefront of developments in Computer Science	IEG1	THINKER
PLO4	Communication Skills	Communicate effectively within a group and with diverse audience by publishing and presenting technical materials in Computer Science	IEG2 IEG4	BALANCED ARTICULATE
PLO5	Interpersonal Skills	Work together and interact effectively with different people in learning and working communities and other groups and networks.	IEG4 IEG5	ARTICULATE HOLISTIC
PLO6	Ethics & Professionalism	Uphold professional and ethical practices in conducting research and delivering services related to the field of Computer Science.	IEG2	BALANCED
PLO7	Personal Skills	Exhibit capabilities to extend knowledge through life-long learning related to Computer Science.	IEG5	HOLISTIC
PLO8	Entrepreneurship Skill	Exhibit entrepreneurial mind-set related to Computer Science.	IEG3	ENTREPRENEURIAL
PLO9	Leadership, Autonomy & Responsibility	Demonstrate leadership, autonomy and responsibility in delivering services related to Computer Science	IEG5	HOLISTIC
PLO10	Digital Skill	Competently use and adapt a wide range of suitable digital technologies and appropriate software to enhance computing practices.	IEG2	BALANCED
PLO11	Numeracy Skill	Utilise numerical skills to acquire, interpret and extend knowledge in Computer Science.	IEG1	THINKER