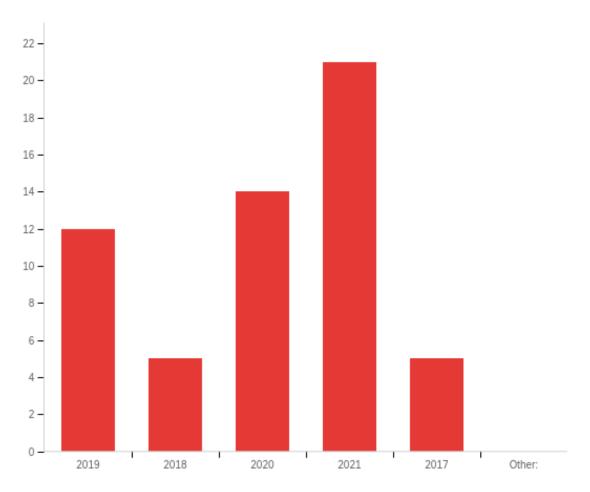
2021 Alumni Survey

Alumni Survey - Bachelor of Computing degree programs

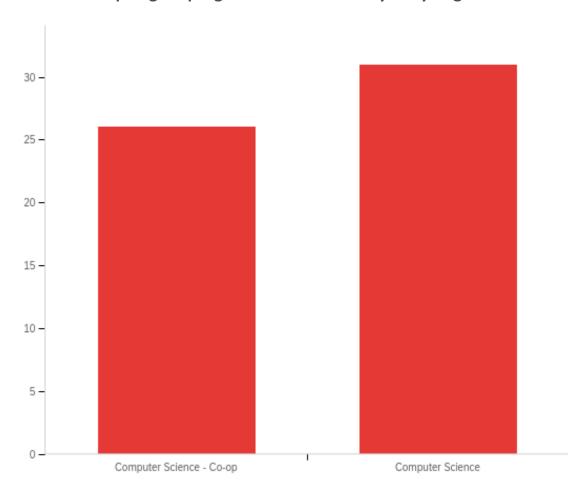
August 12th 2021, 11:15 am MDT

Q3 - What year did you graduate from your BComp degree program at the University?



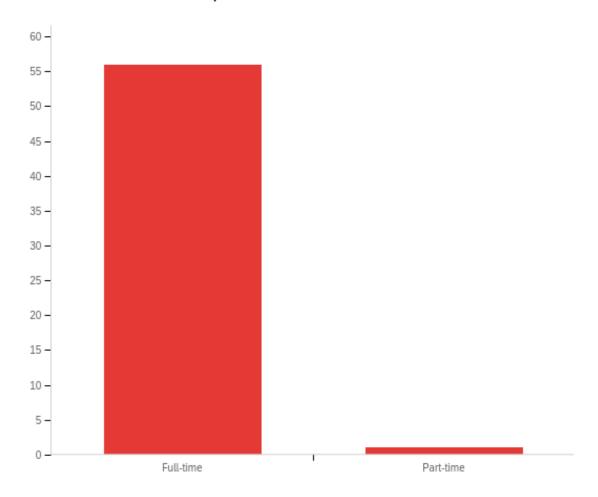
#	Answer	%	Count
24	2019	21.05%	12
25	2018	8.77%	5
58	2020	24.56%	14
59	2021	36.84%	21
60	2017	8.77%	5
61	Other:	0.00%	0
	Total	100%	57

Q22 - From which BComp degree program at the University did you graduate?

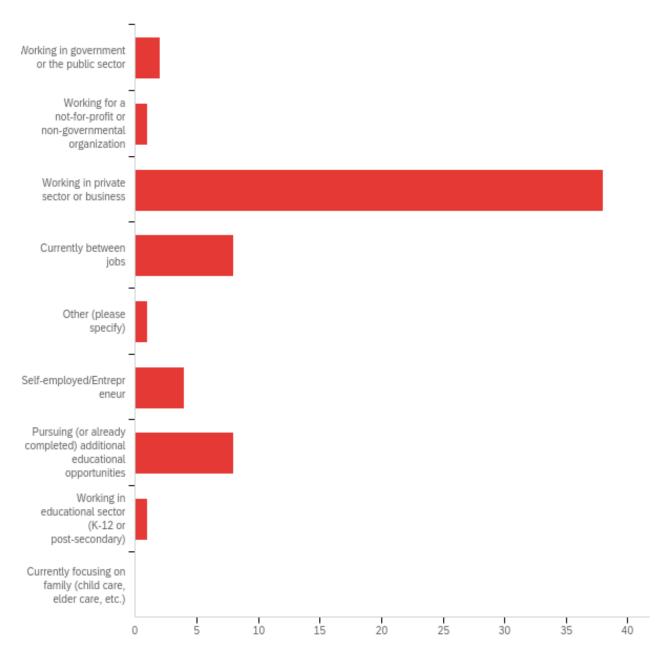


#	Answer	%	Count
59	Computer Science - Co-op	45.61%	26
58	Computer Science	54.39%	31
	Total	100%	57

Q4 - Were you primarily a full-time or part-time student? Full-time: 2.0 credits or more per semester Part-time: 1.5 credits per semester



Q5 - Which of the following describes your current academic or professional career status? (multiple options can be selected)



#	Answer	%	Count
1	Working in government or the public sector	3.17%	2
3	Working for a not-for-profit or non-governmental organization	1.59%	1
4	Working in private sector or business	60.32%	38
6	Currently between jobs	12.70%	8

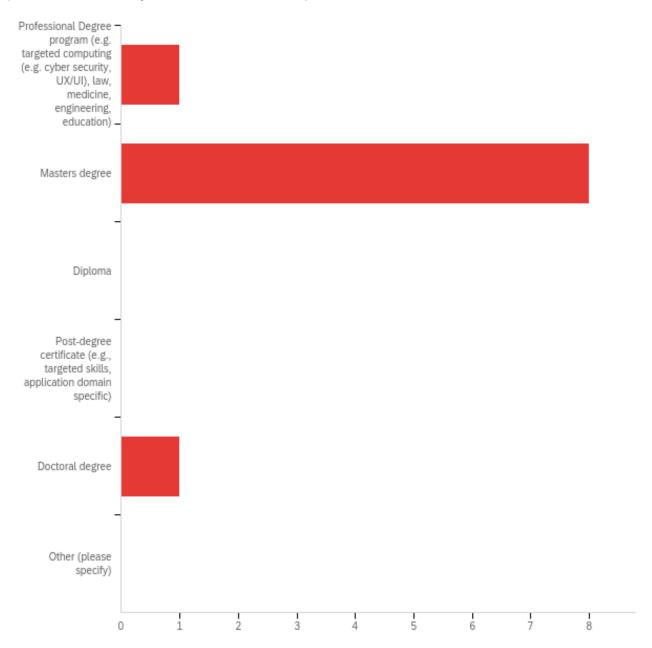
7	Other (please specify)	1.59%	1
8	Self-employed/Entrepreneur	6.35%	4
9	Pursuing (or already completed) additional educational opportunities	12.70%	8
13	Working in educational sector (K-12 or post-secondary)	1.59%	1
14	Currently focusing on family (child care, elder care, etc.)	0.00%	0
	Total	100%	63

Q5_7_TEXT - Other (please specify)

Other (please specify) - Text

Working for University of Guelph

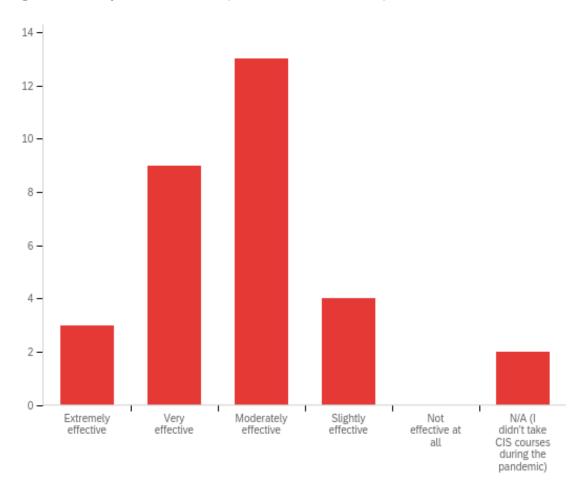
Q6 - Please indicate the type of program you are pursuing, or have already completed (more than one option can be selected)



#	Answer	%	Count
1	Professional Degree program (e.g. targeted computing (e.g. cyber security, UX/UI), law, medicine, engineering, education)	10.00%	1
2	Masters degree	80.00%	8
3	Diploma	0.00%	0
4	Post-degree certificate (e.g., targeted skills, application domain specific)	0.00%	0

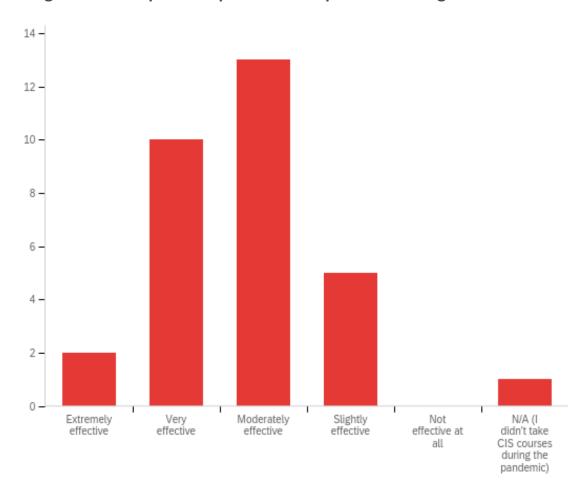
7	Doctoral degree	10.00%	1
16	Other (please specify)	0.00%	0
	Total	100%	10

Q53 - Overall, how effective do you feel SoCS faculty and staff delivered your CIS courses online during COVID-impacted terms? (consider all courses)



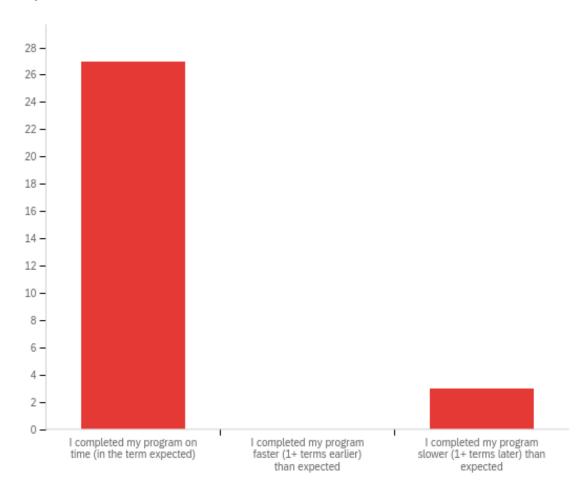
#	Answer	%	Count
50	Extremely effective	9.68%	3
51	Very effective	29.03%	9
52	Moderately effective	41.94%	13
53	Slightly effective	12.90%	4
54	Not effective at all	0.00%	0
55	N/A (I didn't take CIS courses during the pandemic)	6.45%	2
	Total	100%	31

Q61 - What was your overall impression of learning CIS course content and skills in a remote learning format compared to pre-COVID in-person learning formats?



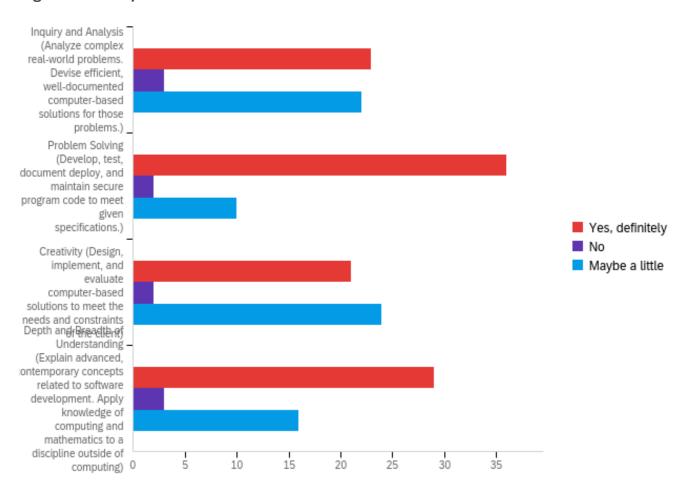
#	Answer	%	Count
9	Extremely effective	6.45%	2
10	Very effective	32.26%	10
11	Moderately effective	41.94%	13
12	Slightly effective	16.13%	5
13	Not effective at all	0.00%	0
14	N/A (I didn't take CIS courses during the pandemic)	3.23%	1
	Total	100%	31

Q54 - What, if any, impact do you feel the pivot to remote learning had on your expected program completion time?



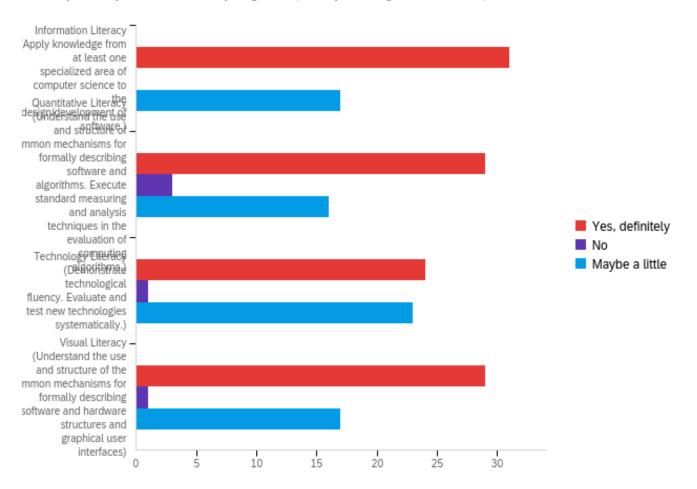
#	Answer	%	Count
1	I completed my program on time (in the term expected)	90.00%	27
2	I completed my program faster (1+ terms earlier) than expected	0.00%	0
3	I completed my program slower (1+ terms later) than expected	10.00%	3
	Total	100%	30

Q7 - Program Learning Outcomes: Critical and Creative Thinking Based on your program experiences, do you feel you developed the following critical and creative thinking knowledge, skills, or abilities during your BComp Computer Science program (co-op or regular stream)?



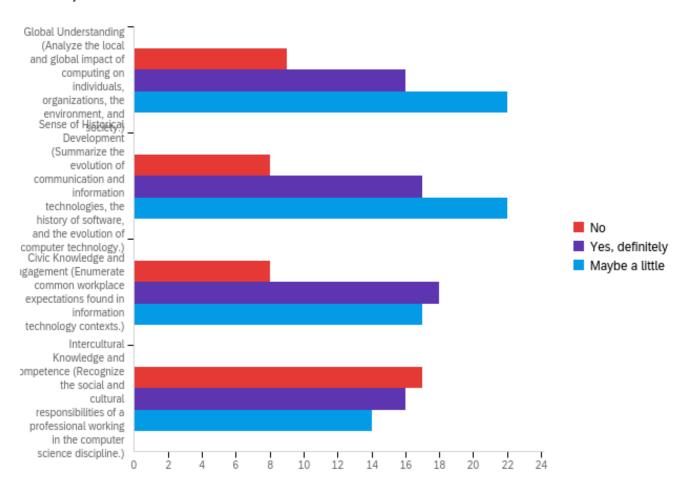
#	Question	Yes, definitely		No		Maybe a little		Total
1	Inquiry and Analysis (Analyze complex real-world problems. Devise efficient, well-documented computer-based solutions for those problems.)	47.92%	23	6.25%	3	45.83%	22	48
2	Problem Solving (Develop, test, document deploy, and maintain secure program code to meet given specifications.)	75.00%	36	4.17%	2	20.83%	10	48
3	Creativity (Design, implement, and evaluate computer- based solutions to meet the needs and constraints of the client)	44.68%	21	4.26%	2	51.06%	24	47
4	Depth and Breadth of Understanding (Explain advanced, contemporary concepts related to software development. Apply knowledge of computing and mathematics to a discipline outside of computing)	60.42%	29	6.25%	3	33.33%	16	48

Q36 - Program Learning Outcomes: Literacy Based on your program experiences, do you feel you developed the following literacy knowledge, skills, or abilities during your BComp Computer Science program (co-op or regular stream)?



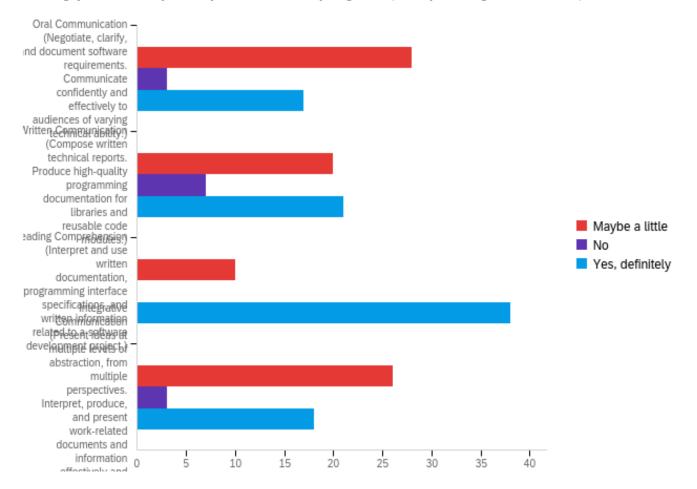
#	Question	Yes, definitely		No		Maybe a little		Total
1	Information Literacy (Apply knowledge from at least one specialized area of computer science to the design/development of software.)	64.58%	31	0.00%	0	35.42%	17	48
2	Quantitative Literacy (Understand the use and structure of common mechanisms for formally describing software and algorithms. Execute standard measuring and analysis techniques in the evaluation of computing algorithms.)	60.42%	29	6.25%	3	33.33%	16	48
3	Technology Literacy (Demonstrate technological fluency. Evaluate and test new technologies systematically.)	50.00%	24	2.08%	1	47.92%	23	48
4	Visual Literacy (Understand the use and structure of the common mechanisms for formally describing software and hardware structures and graphical user interfaces)	61.70%	29	2.13%	1	36.17%	17	47

Q37 - Program Learning Outcomes: Global Understanding Based on your program experiences, do you feel you developed the following global understanding knowledge, skills, or abilities during your BComp Computer Science program (co-op or regular stream)?



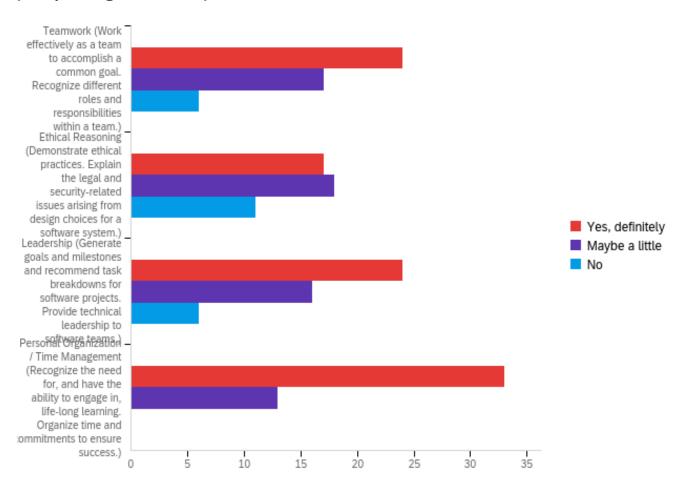
#	Question	No		Yes, definitely		Maybe a little		Total
1	Global Understanding (Analyze the local and global impact of computing on individuals, organizations, the environment, and society.)	19.15%	9	34.04%	16	46.81%	22	47
2	Sense of Historical Development (Summarize the evolution of communication and information technologies, the history of software, and the evolution of computer technology.)	17.02%	8	36.17%	17	46.81%	22	47
3	Civic Knowledge and Engagement (Enumerate common workplace expectations found in information technology contexts.)	18.60%	8	41.86%	18	39.53%	17	43
4	Intercultural Knowledge and Competence (Recognize the social and cultural responsibilities of a professional working in the computer science discipline.)	36.17%	17	34.04%	16	29.79%	14	47

Q38 - Program Learning Outcomes: Communication Based on your program experiences, do you feel you developed the following communication knowledge, skills, or abilities during your BComp Computer Science program (co-op or regular stream)?



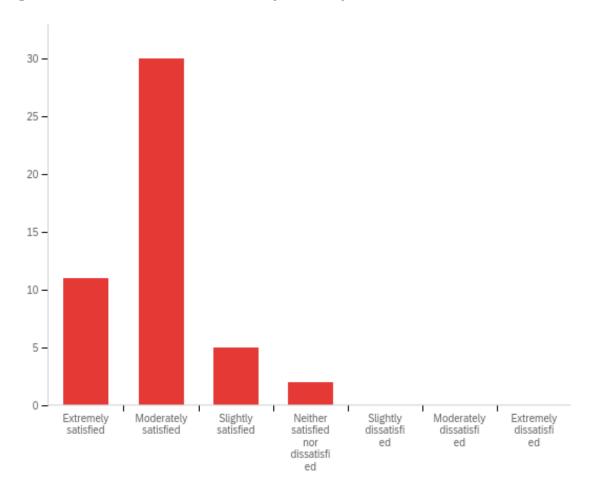
#	Question	Maybe a little		No		Yes, definitely		Total
1	Oral Communication (Negotiate, clarify, and document software requirements. Communicate confidently and effectively to audiences of varying technical ability.)	58.33%	28	6.25%	3	35.42%	17	48
2	Written Communication (Compose written technical reports. Produce high-quality programming documentation for libraries and reusable code modules.)	41.67%	20	14.58%	7	43.75%	21	48
3	Reading Comprehension (Interpret and use written documentation, programming interface specifications, and written information related to a software development project.)	20.83%	10	0.00%	0	79.17%	38	48
4	Integrative Communication (Present ideas at multiple levels of abstraction, from multiple perspectives. Interpret, produce, and present work-related documents and information effectively and accurately.)	55.32%	26	6.38%	3	38.30%	18	47

Q44 - Program Learning Outcomes: Professional and Ethical Behaviour Based on your program experiences, do you feel you developed the following professional and ethical behaviour knowledge, skills, or abilities during your BComp Computer Science program (co-op or regular stream)?



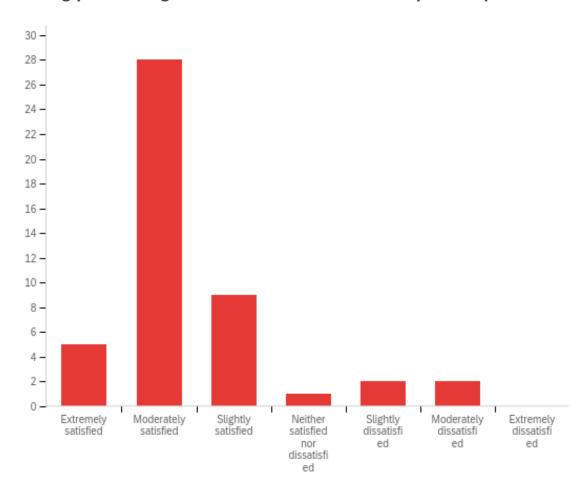
#	Question	Yes, definitely		Maybe a little		No		Total
1	Teamwork (Work effectively as a team to accomplish a common goal. Recognize different roles and responsibilities within a team.)	51.06%	24	36.17%	17	12.77%	6	47
2	Ethical Reasoning (Demonstrate ethical practices. Explain the legal and security-related issues arising from design choices for a software system.)	36.96%	17	39.13%	18	23.91%	11	46
3	Leadership (Generate goals and milestones and recommend task breakdowns for software projects. Provide technical leadership to software teams.)	52.17%	24	34.78%	16	13.04%	6	46
4	Personal Organization / Time Management (Recognize the need for, and have the ability to engage in, life-long learning. Organize time and commitments to ensure success.)	71.74%	33	28.26%	13	0.00%	0	46

Q8 - What best describes your overall experience in your BComp degree program during your undergraduate studies at the University of Guelph?



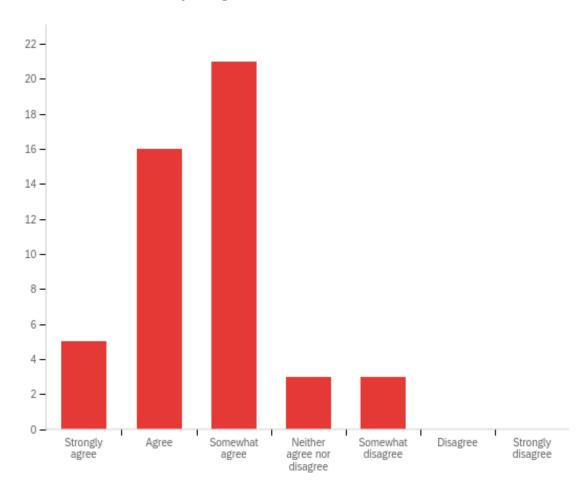
#	Answer	%	Count
46	Extremely satisfied	22.92%	11
47	Moderately satisfied	62.50%	30
48	Slightly satisfied	10.42%	5
49	Neither satisfied nor dissatisfied	4.17%	2
50	Slightly dissatisfied	0.00%	0
51	Moderately dissatisfied	0.00%	0
52	Extremely dissatisfied	0.00%	0
	Total	100%	48

Q9 - What best describes your level of satisfaction with the overall quality of teaching in CIS courses during your undergraduate studies at the University of Guelph?



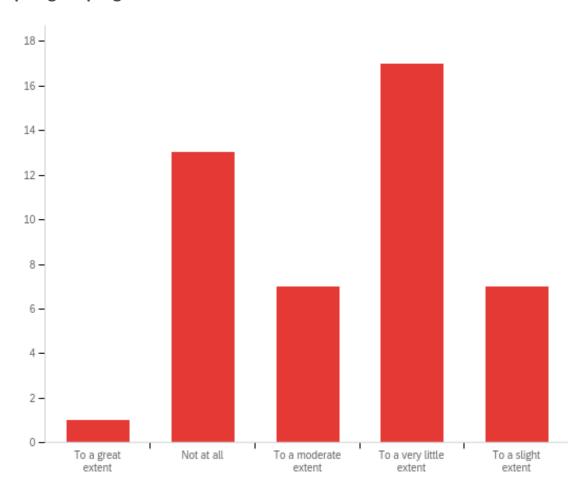
#	Answer	%	Count
59	Extremely satisfied	10.64%	5
60	Moderately satisfied	59.57%	28
61	Slightly satisfied	19.15%	9
62	Neither satisfied nor dissatisfied	2.13%	1
63	Slightly dissatisfied	4.26%	2
64	Moderately dissatisfied	4.26%	2
65	Extremely dissatisfied	0.00%	0
	Total	100%	47

Q13 - Please indicate the extent to which you agree or disagree with the statement: "What I learned in my Bachelor of Computing degree program prepared me for my professional or academic career post-graduation."



#	Answer	%	Count
25	Strongly agree	10.42%	5
26	Agree	33.33%	16
27	Somewhat agree	43.75%	21
28	Neither agree nor disagree	6.25%	3
29	Somewhat disagree	6.25%	3
30	Disagree	0.00%	0
31	Strongly disagree	0.00%	0
	Total	100%	48

Q10 - To what extent did library resources and services support your progress through your BComp degree program?



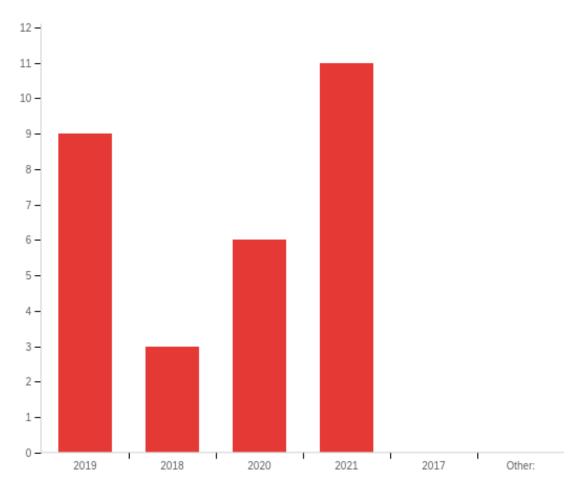
#	Answer	%	Count
19	To a great extent	2.22%	1
20	Not at all	28.89%	13
21	To a moderate extent	15.56%	7
22	To a very little extent	37.78%	17
23	To a slight extent	15.56%	7
	Total	100%	45

2021 Alumni Survey

Alumni Survey - Bachelor of Computing degree programs

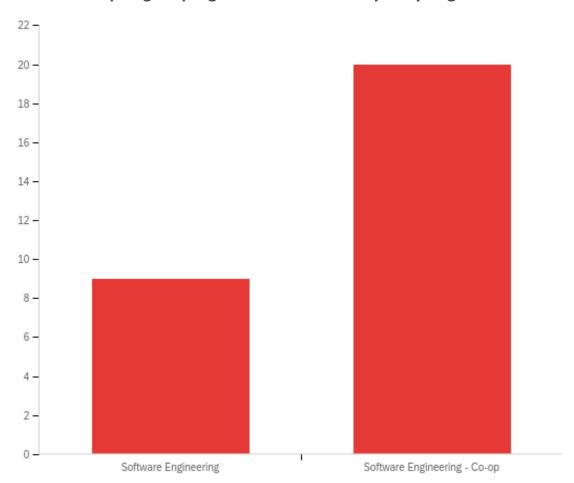
August 12th 2021, 11:12 am MDT

Q3 - What year did you graduate from your BComp degree program at the University?



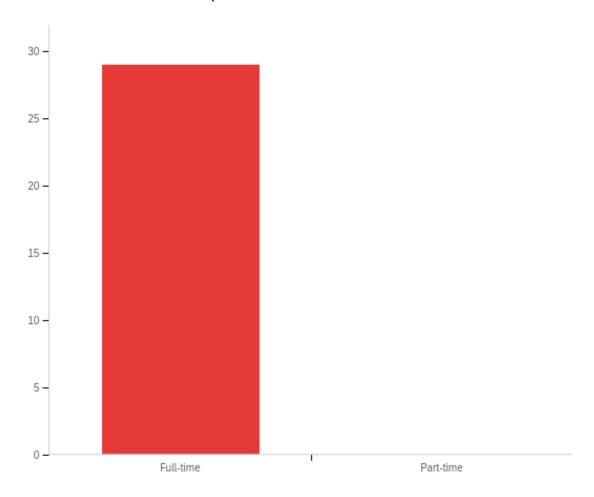
#	Answer	%	Count
24	2019	31.03%	9
25	2018	10.34%	3
58	2020	20.69%	6
59	2021	37.93%	11
60	2017	0.00%	0
61	Other:	0.00%	0
	Total	100%	29

Q22 - From which BComp degree program at the University did you graduate?

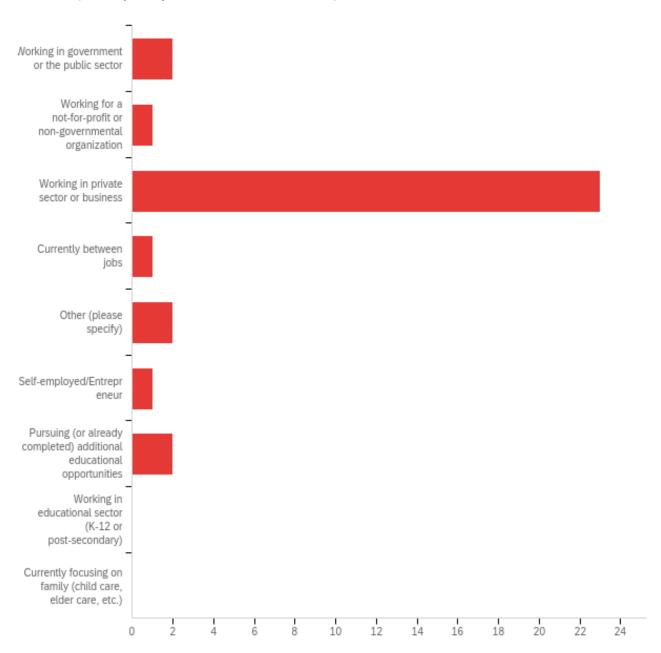


#	Answer	%	Count
59	Software Engineering	31.03%	9
58	Software Engineering - Co-op	68.97%	20
	Total	100%	29

Q4 - Were you primarily a full-time or part-time student? Full-time: 2.0 credits or more per semester Part-time: 1.5 credits per semester



Q5 - Which of the following describes your current academic or professional career status? (multiple options can be selected)



#	Answer	%	Count
1	Working in government or the public sector	6.25%	2
3	Working for a not-for-profit or non-governmental organization	3.13%	1
4	Working in private sector or business	71.88%	23
6	Currently between jobs	3.13%	1

7	Other (please specify)	6.25%	2
8	Self-employed/Entrepreneur	3.13%	1
9	Pursuing (or already completed) additional educational opportunities	6.25%	2
13	Working in educational sector (K-12 or post-secondary)	0.00%	0
14	Currently focusing on family (child care, elder care, etc.)	0.00%	0
	Total	100%	32

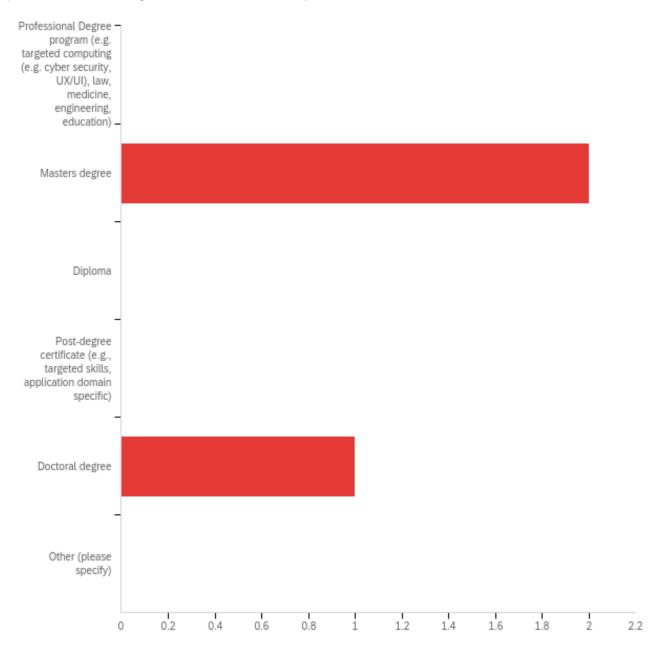
Q5_7_TEXT - Other (please specify)

Other (please specify) - Text

Working under a university project, grant funded

Unemployed

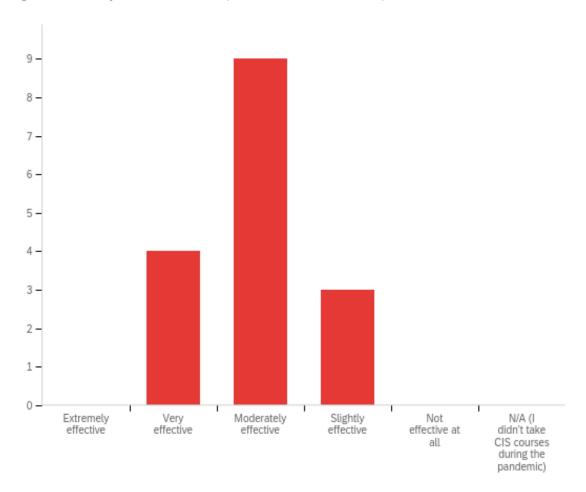
Q6 - Please indicate the type of program you are pursuing, or have already completed (more than one option can be selected)



#	Answer	%	Count
1	Professional Degree program (e.g. targeted computing (e.g. cyber security, UX/UI), law, medicine, engineering, education)	0.00%	0
2	Masters degree	66.67%	2
3	Diploma	0.00%	0
4	Post-degree certificate (e.g., targeted skills, application domain specific)	0.00%	0

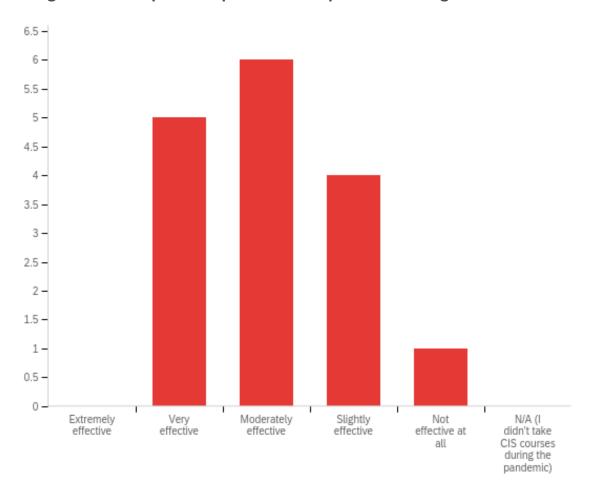
7	Doctoral degree	33.33%	1
16	Other (please specify)	0.00%	0
	Total	100%	3

Q53 - Overall, how effective do you feel SoCS faculty and staff delivered your CIS courses online during COVID-impacted terms? (consider all courses)



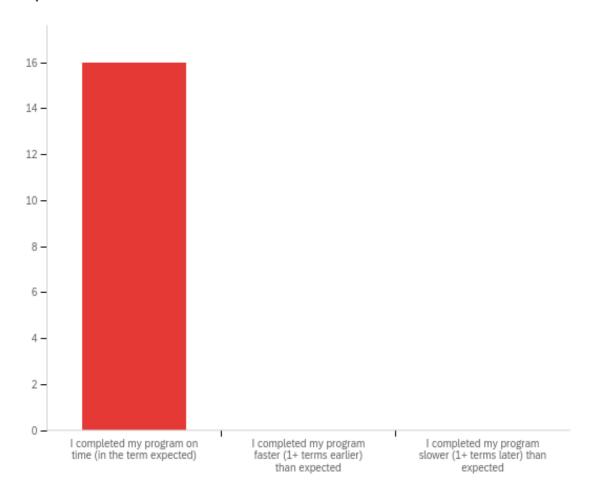
#	Answer	%	Count
50	Extremely effective	0.00%	0
51	Very effective	25.00%	4
52	Moderately effective	56.25%	9
53	Slightly effective	18.75%	3
54	Not effective at all	0.00%	0
55	N/A (I didn't take CIS courses during the pandemic)	0.00%	0
	Total	100%	16

Q61 - What was your overall impression of learning CIS course content and skills in a remote learning format compared to pre-COVID in-person learning formats?



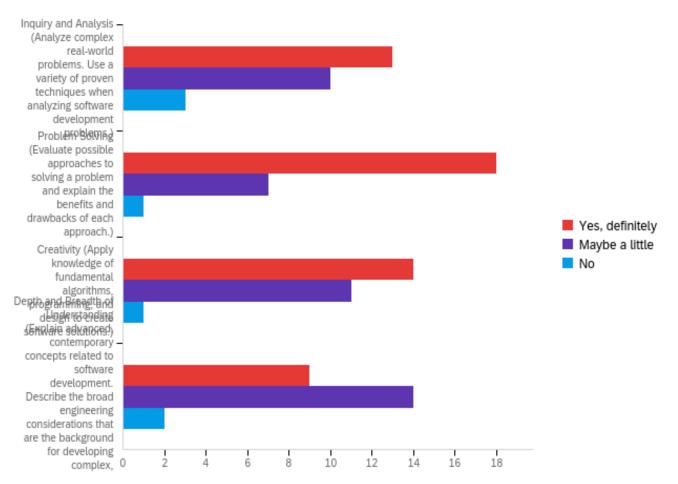
#	Answer	%	Count
9	Extremely effective	0.00%	0
10	Very effective	31.25%	5
11	Moderately effective	37.50%	6
12	Slightly effective	25.00%	4
13	Not effective at all	6.25%	1
14	N/A (I didn't take CIS courses during the pandemic)	0.00%	0
	Total	100%	16

Q54 - What, if any, impact do you feel the pivot to remote learning had on your expected program completion time?



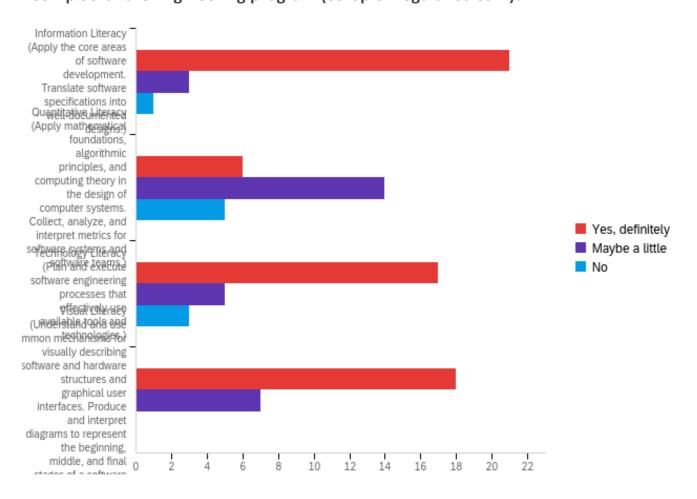
#	Answer	%	Count
1	I completed my program on time (in the term expected)	100.00%	16
2	I completed my program faster (1+ terms earlier) than expected	0.00%	0
3	I completed my program slower (1+ terms later) than expected	0.00%	0
	Total	100%	16

Q40 - Program Learning Outcomes: Critical and Creative Thinking Based on your program experiences, do you feel you developed the following critical and creative thinking knowledge, skills, or abilities during your BComp Software Engineering program (co-op or regular stream)?



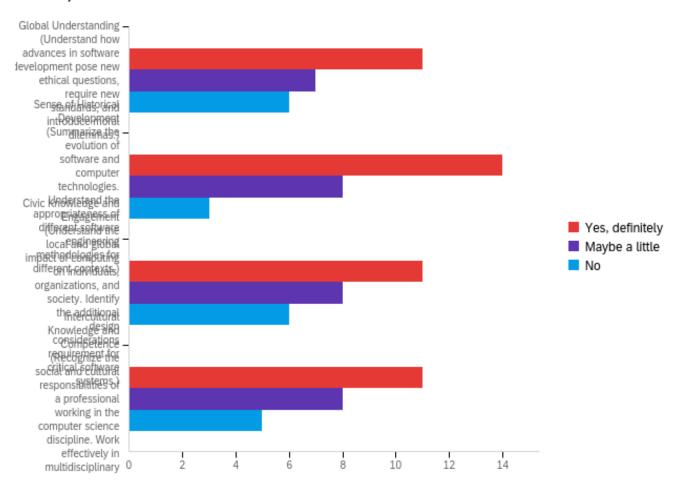
#	Question	Yes, definitely		Maybe a little		No		Total
1	Inquiry and Analysis (Analyze complex realworld problems. Use a variety of proven techniques when analyzing software development problems.)	50.00%	13	38.46%	10	11.54%	3	26
2	Problem Solving (Evaluate possible approaches to solving a problem and explain the benefits and drawbacks of each approach.)	69.23%	18	26.92%	7	3.85%	1	26
3	Creativity (Apply knowledge of fundamental algorithms, programming, and design to create software solutions.)	53.85%	14	42.31%	11	3.85%	1	26
4	Depth and Breadth of Understanding (Explain advanced, contemporary concepts related to software development. Describe the broad engineering considerations that are the background for developing complex, software-intensive systems.)	36.00%	9	56.00%	14	8.00%	2	25

Q41 - Program Learning Outcomes: Literacy Based on your program experiences, do you feel you developed the following literacy knowledge, skills, or abilities during your BComp Software Engineering program (co-op or regular stream)?



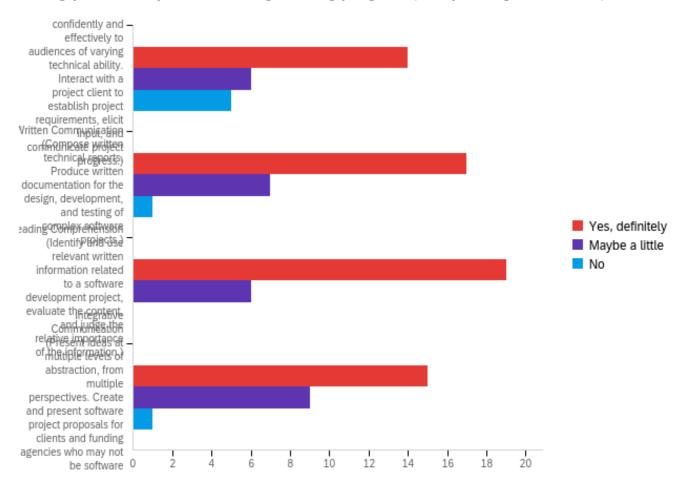
#	Question	Yes, definitely		Maybe a little		No		Total
1	Information Literacy (Apply the core areas of software development. Translate software specifications into well-documented designs.)	84.00%	21	12.00%	3	4.00%	1	25
2	Quantitative Literacy (Apply mathematical foundations, algorithmic principles, and computing theory in the design of computer systems. Collect, analyze, and interpret metrics for software systems and software teams.)	24.00%	6	56.00%	14	20.00%	5	25
3	Technology Literacy (Plan and execute software engineering processes that effectively use available tools and technologies.)	68.00%	17	20.00%	5	12.00%	3	25
4	Visual Literacy (Understand and use common mechanisms for visually describing software and hardware structures and graphical user interfaces. Produce and interpret diagrams to represent the beginning, middle, and final stages of a software project.)	72.00%	18	28.00%	7	0.00%	0	25

Q42 - Program Learning Outcomes: Global Understanding Based on your program experiences, do you feel you developed the following global understanding knowledge, skills, or abilities during your BComp Software Engineering program (co-op or regular stream)?



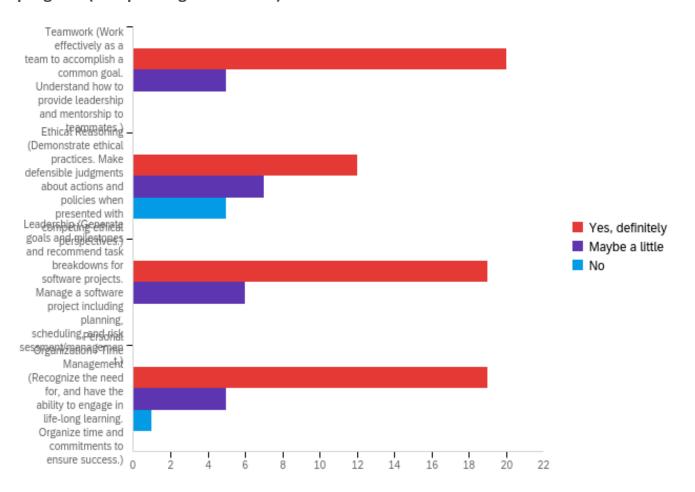
#	Question	Yes, definitely		Maybe a little		No		Total
1	Global Understanding (Understand how advances in software development pose new ethical questions, require new standards, and introduce moral dilemmas.)	45.83%	11	29.17%	7	25.00%	6	24
2	Sense of Historical Development (Summarize the evolution of software and computer technologies. Understand the appropriateness of different software engineering methodologies for different contexts.)	56.00%	14	32.00%	8	12.00%	3	25
3	Civic Knowledge and Engagement (Understand the local and global impact of computing on individuals, organizations, and society. Identify the additional design considerations requirement for critical software systems.)	44.00%	11	32.00%	8	24.00%	6	25
4	Intercultural Knowledge and Competence (Recognize the social and cultural responsibilities of a professional working in the computer science discipline. Work effectively in multidisciplinary teams.)	45.83%	11	33.33%	8	20.83%	5	24

Q43 - Program Learning Outcomes: Communication Based on your program experiences, do you feel you developed the following communication knowledge, skills, or abilities during your BComp Software Engineering program (co-op or regular stream)?



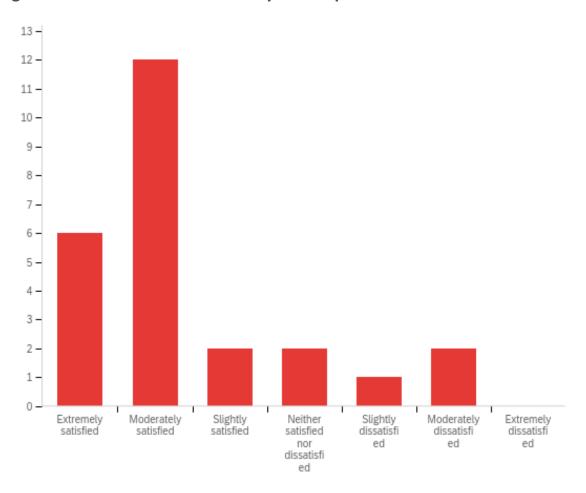
#	Question	Yes, definitely		Maybe a little		No		Total
1	Oral Communication (Communicate confidently and effectively to audiences of varying technical ability. Interact with a project client to establish project requirements, elicit input, and communicate project progress.)	56.00%	14	24.00%	6	20.00%	5	25
2	Written Communication (Compose written technical reports. Produce written documentation for the design, development, and testing of complex software projects.)	68.00%	17	28.00%	7	4.00%	1	25
3	Reading Comprehension (Identify and use relevant written information related to a software development project, evaluate the content, and judge the relative importance of the information.)	76.00%	19	24.00%	6	0.00%	0	25
4	Integrative Communication (Present ideas at multiple levels of abstraction, from multiple perspectives. Create and present software project proposals for clients and funding agencies who may not be software professionals.)	60.00%	15	36.00%	9	4.00%	1	25

Q39 - Program Learning Outcomes: Professional and Ethical Behaviour Based on your program experiences, do you feel you developed the following professional and ethical behaviour knowledge, skills, or abilities during your BComp Software Engineering program (co-op or regular stream)?



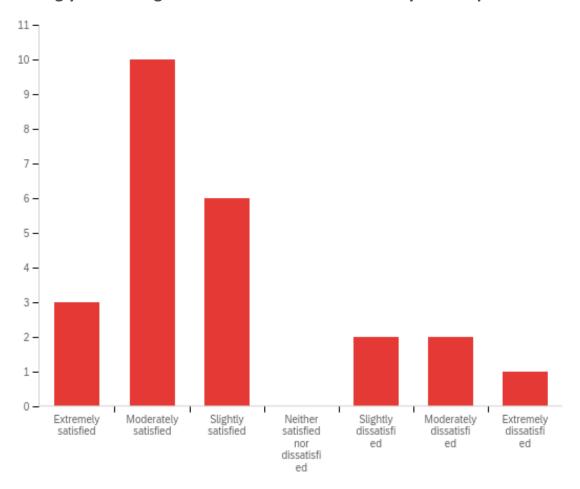
#	Question	Yes, definitely		Maybe a little		No		Total
1	Teamwork (Work effectively as a team to accomplish a common goal. Understand how to provide leadership and mentorship to teammates.)	80.00%	20	20.00%	5	0.00%	0	25
2	Ethical Reasoning (Demonstrate ethical practices. Make defensible judgments about actions and policies when presented with competing ethical perspectives.)	50.00%	12	29.17%	7	20.83%	5	24
3	Leadership (Generate goals and milestones and recommend task breakdowns for software projects. Manage a software project including planning, scheduling, and risk assessment/management.)	76.00%	19	24.00%	6	0.00%	0	25
4	Personal Organization / Time Management (Recognize the need for, and have the ability to engage in life-long learning. Organize time and commitments to ensure success.)	76.00%	19	20.00%	5	4.00%	1	25

Q8 - What best describes your overall experience in your BComp degree program during your undergraduate studies at the University of Guelph?



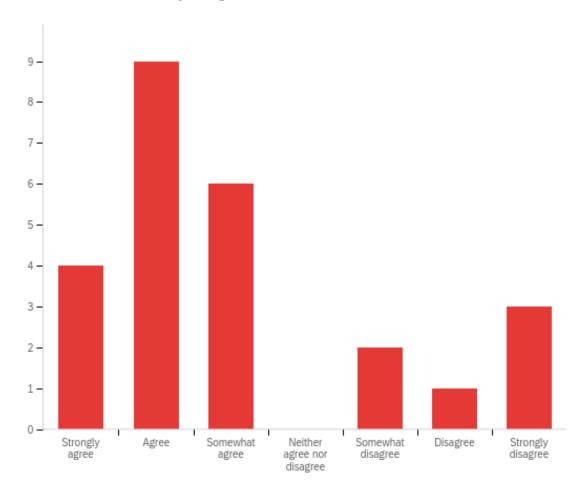
#	Answer	%	Count
46	Extremely satisfied	24.00%	6
47	Moderately satisfied	48.00%	12
48	Slightly satisfied	8.00%	2
49	Neither satisfied nor dissatisfied	8.00%	2
50	Slightly dissatisfied	4.00%	1
51	Moderately dissatisfied	8.00%	2
52	Extremely dissatisfied	0.00%	0
	Total	100%	25

Q9 - What best describes your level of satisfaction with the overall quality of teaching in CIS courses during your undergraduate studies at the University of Guelph?



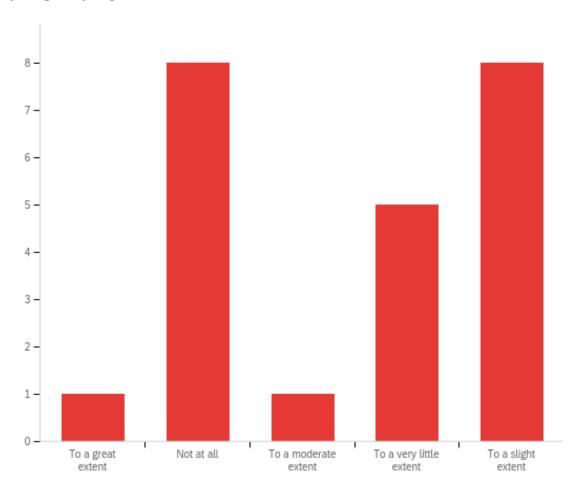
#	Answer	%	Count
59	Extremely satisfied	12.50%	3
60	Moderately satisfied	41.67%	10
61	Slightly satisfied	25.00%	6
62	Neither satisfied nor dissatisfied	0.00%	0
63	Slightly dissatisfied	8.33%	2
64	Moderately dissatisfied	8.33%	2
65	Extremely dissatisfied	4.17%	1
	Total	100%	24

Q13 - Please indicate the extent to which you agree or disagree with the statement: "What I learned in my Bachelor of Computing degree program prepared me for my professional or academic career post-graduation."



#	Answer	%	Count
25	Strongly agree	16.00%	4
26	Agree	36.00%	9
27	Somewhat agree	24.00%	6
28	Neither agree nor disagree	0.00%	0
29	Somewhat disagree	8.00%	2
30	Disagree	4.00%	1
31	Strongly disagree	12.00%	3
	Total	100%	25

Q10 - To what extent did library resources and services support your progress through your BComp degree program?



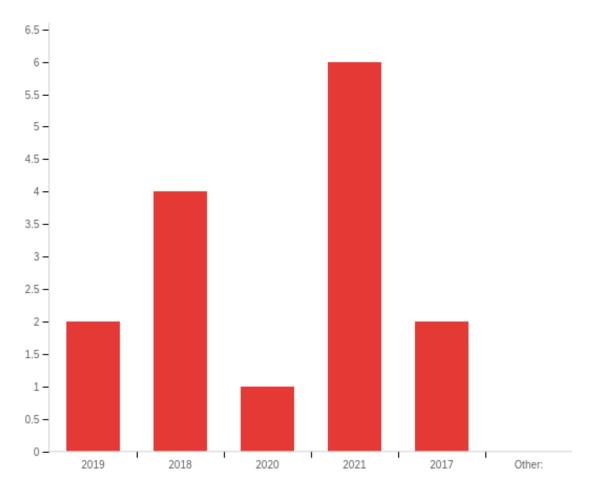
#	Answer	%	Count
19	To a great extent	4.35%	1
20	Not at all	34.78%	8
21	To a moderate extent	4.35%	1
22	To a very little extent	21.74%	5
23	To a slight extent	34.78%	8
	Total	100%	23

2021 Alumni Survey

Alumni Survey - Bachelor of Computing degree programs

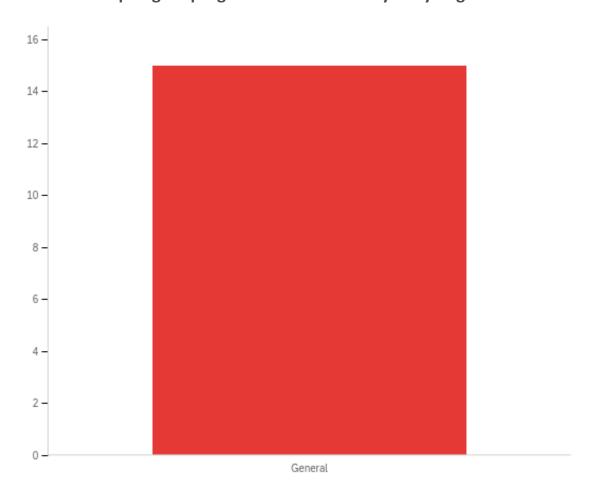
August 12th 2021, 11:31 am MDT

Q3 - What year did you graduate from your BComp degree program at the University?



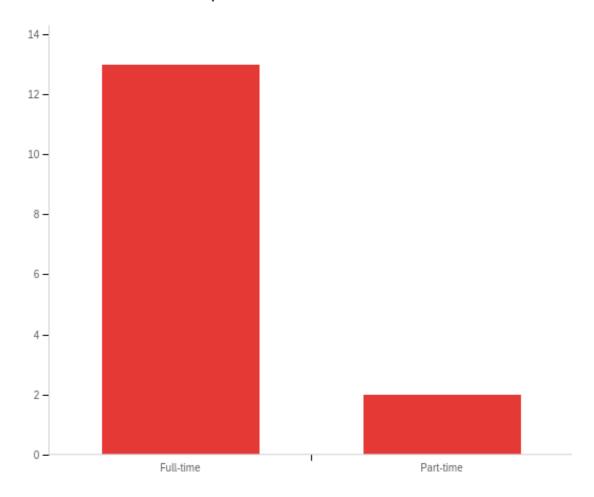
#	Answer	%	Count
24	2019	13.33%	2
25	2018	26.67%	4
58	2020	6.67%	1
59	2021	40.00%	6
60	2017	13.33%	2
61	Other:	0.00%	0
	Total	100%	15

Q22 - From which BComp degree program at the University did you graduate?

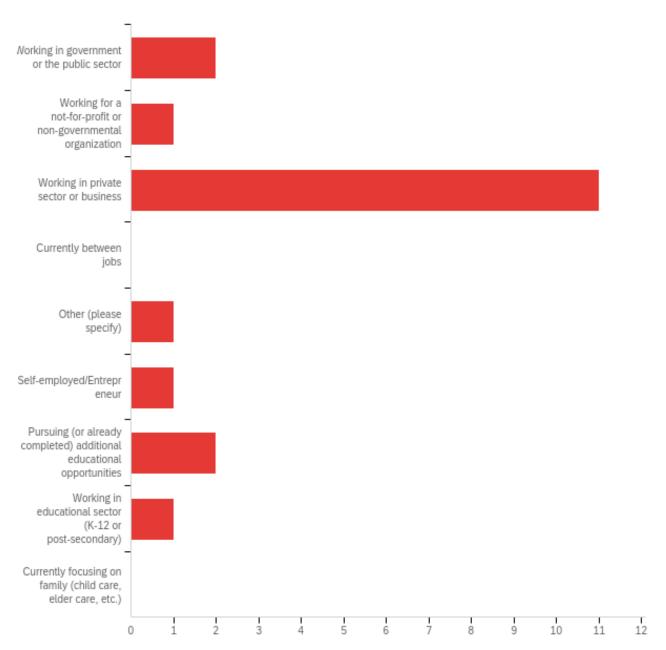


#	Answer	%	Count
59	General	100.00%	15
	Total	100%	15

Q4 - Were you primarily a full-time or part-time student? Full-time: 2.0 credits or more per semester Part-time: 1.5 credits per semester



Q5 - Which of the following describes your current academic or professional career status? (multiple options can be selected)



#	Answer	%	Count
1	Working in government or the public sector	10.53%	2
3	Working for a not-for-profit or non-governmental organization	5.26%	1
4	Working in private sector or business	57.89%	11
6	Currently between jobs	0.00%	0

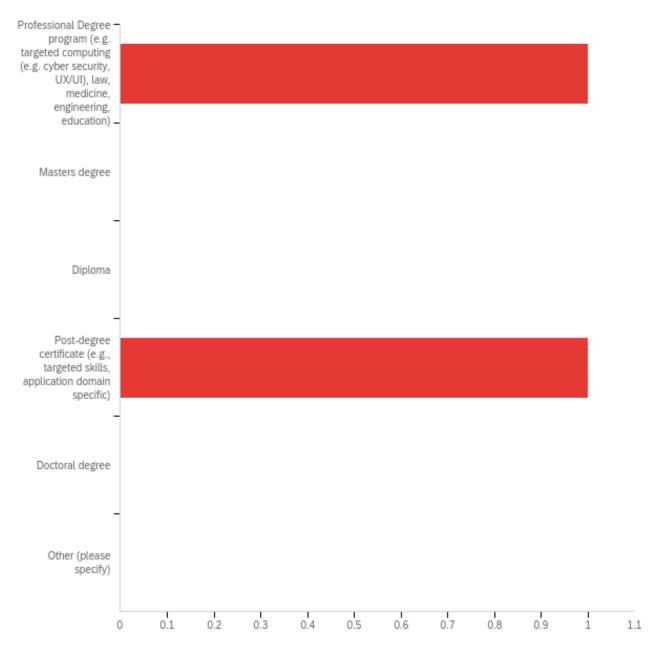
7	Other (please specify)	5.26%	1
8	Self-employed/Entrepreneur	5.26%	1
9	Pursuing (or already completed) additional educational opportunities	10.53%	2
13	Working in educational sector (K-12 or post-secondary)	5.26%	1
14	Currently focusing on family (child care, elder care, etc.)	0.00%	0
	Total	100%	19

Q5_7_TEXT - Other (please specify)

Other (please specify) - Text

Skilled trades

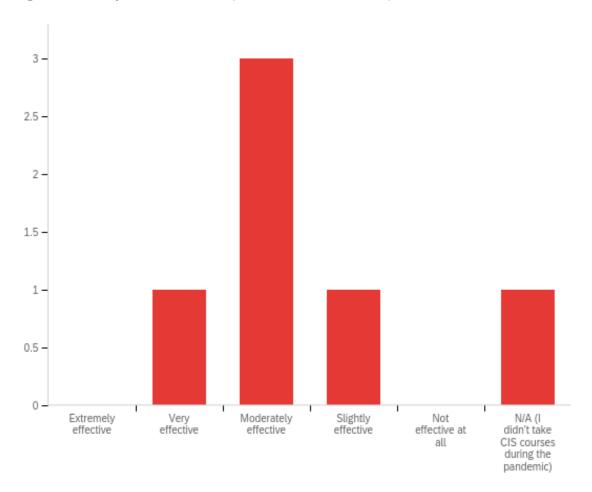
Q6 - Please indicate the type of program you are pursuing, or have already completed (more than one option can be selected)



#	Answer	%	Count
1	Professional Degree program (e.g. targeted computing (e.g. cyber security, UX/UI), law, medicine, engineering, education)	50.00%	1
2	Masters degree	0.00%	0
3	Diploma	0.00%	0
4	Post-degree certificate (e.g., targeted skills, application domain specific)	50.00%	1

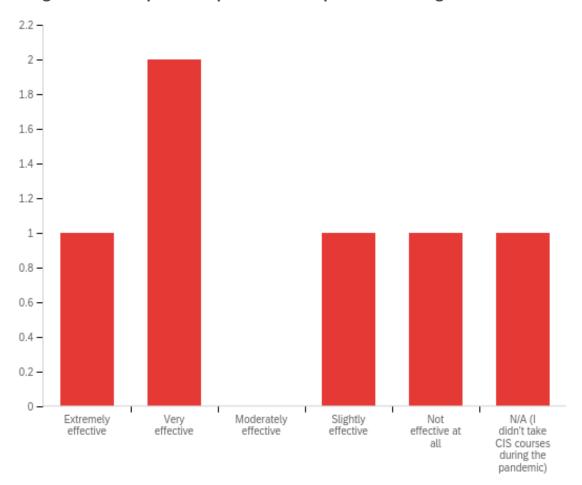
7	Doctoral degree	0.00%	0
16	Other (please specify)	0.00%	0
	Total	100%	2

Q53 - Overall, how effective do you feel SoCS faculty and staff delivered your CIS courses online during COVID-impacted terms? (consider all courses)



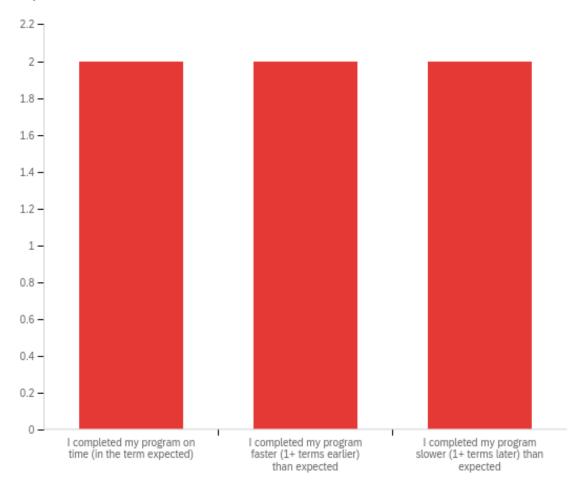
#	Answer	%	Count
50	Extremely effective	0.00%	0
51	Very effective	16.67%	1
52	Moderately effective	50.00%	3
53	Slightly effective	16.67%	1
54	Not effective at all	0.00%	0
55	N/A (I didn't take CIS courses during the pandemic)	16.67%	1
	Total	100%	6

Q61 - What was your overall impression of learning CIS course content and skills in a remote learning format compared to pre-COVID in-person learning formats?



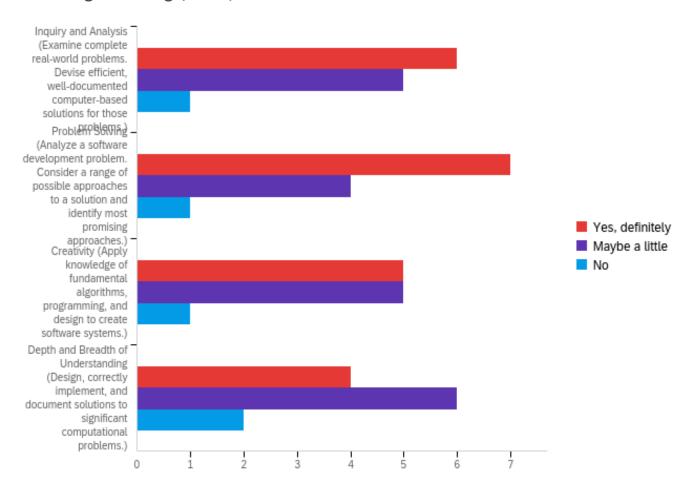
#	Answer	%	Count
9	Extremely effective	16.67%	1
10	Very effective	33.33%	2
11	Moderately effective	0.00%	0
12	Slightly effective	16.67%	1
13	Not effective at all	16.67%	1
14	N/A (I didn't take CIS courses during the pandemic)	16.67%	1
	Total	100%	6

Q54 - What, if any, impact do you feel the pivot to remote learning had on your expected program completion time?



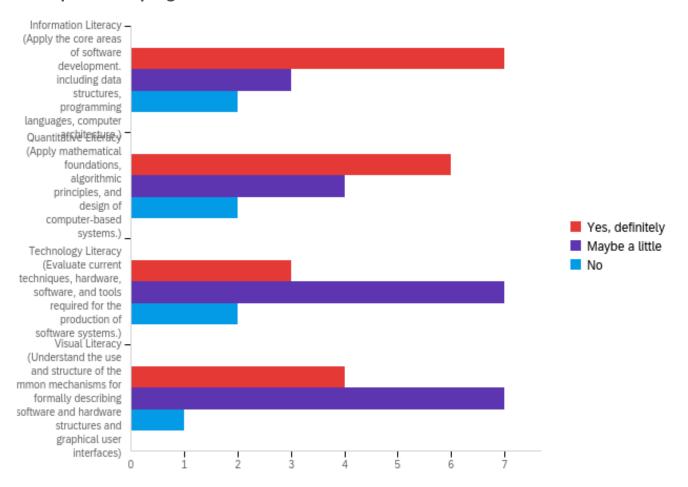
#	Answer	%	Count
1	I completed my program on time (in the term expected)	33.33%	2
2	I completed my program faster (1+ terms earlier) than expected	33.33%	2
3	I completed my program slower (1+ terms later) than expected	33.33%	2
	Total	100%	6

Q45 - Program Learning Outcomes: Critical and Creative Thinking Based on your program experiences, to what extent did the BComp General program help you develop the following knowledge, skills, or abilities:



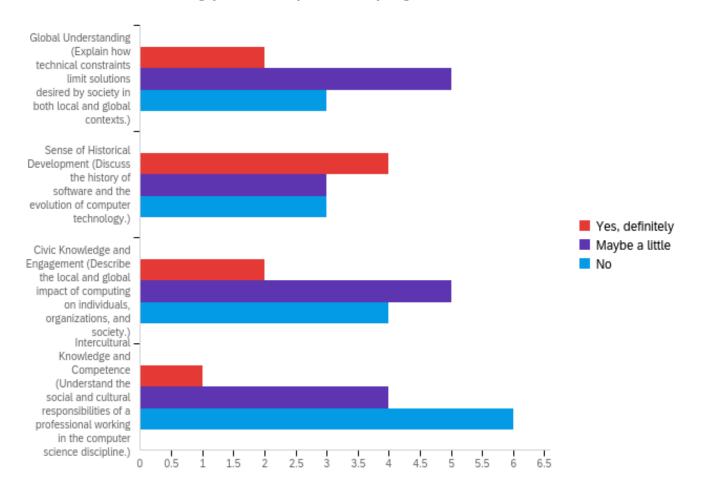
#	Question	Yes, definitely		Maybe a little		No		Total
1	Inquiry and Analysis (Examine complete realworld problems. Devise efficient, well-documented computer-based solutions for those problems.)	50.00%	6	41.67%	5	8.33%	1	12
2	Problem Solving (Analyze a software development problem. Consider a range of possible approaches to a solution and identify most promising approaches.)	58.33%	7	33.33%	4	8.33%	1	12
3	Creativity (Apply knowledge of fundamental algorithms, programming, and design to create software systems.)	45.45%	5	45.45%	5	9.09%	1	11
4	Depth and Breadth of Understanding (Design, correctly implement, and document solutions to significant computational problems.)	33.33%	4	50.00%	6	16.67%	2	12

Q46 - Program Learning Outcomes: Literacy Based on your program experiences, do you feel you developed the following literacy knowledge, skills, or abilities during your BComp General program?



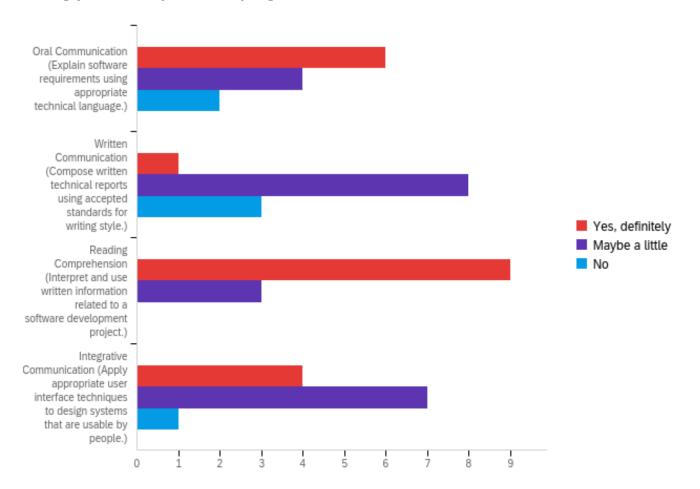
#	Question	Yes, definitely		Maybe a little		No		Total
1	Information Literacy (Apply the core areas of software development. including data structures, programming languages, computer architecture.)	58.33%	7	25.00%	3	16.67%	2	12
2	Quantitative Literacy (Apply mathematical foundations, algorithmic principles, and design of computer-based systems.)	50.00%	6	33.33%	4	16.67%	2	12
3	Technology Literacy (Evaluate current techniques, hardware, software, and tools required for the production of software systems.)	25.00%	3	58.33%	7	16.67%	2	12
4	Visual Literacy (Understand the use and structure of the common mechanisms for formally describing software and hardware structures and graphical user interfaces)	33.33%	4	58.33%	7	8.33%	1	12

Q47 - Program Learning Outcomes: Global Understanding Based on your program experiences, do you feel you developed the following global understanding knowledge, skills, or abilities during your BComp General program?



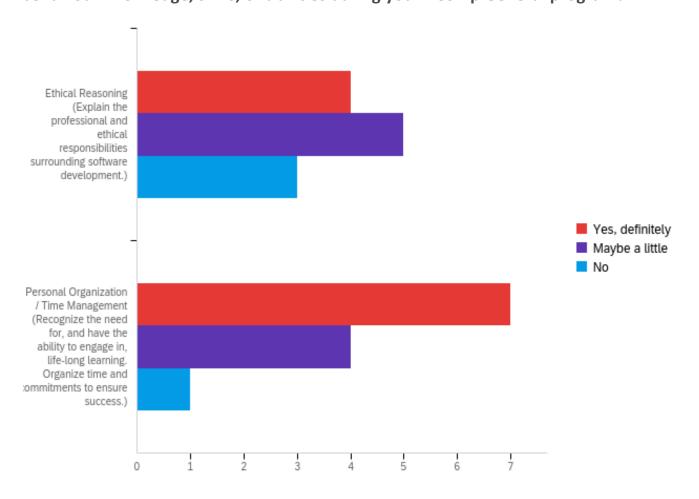
#	Question	Yes, definitely		Maybe a little		No		Total
1	Global Understanding (Explain how technical constraints limit solutions desired by society in both local and global contexts.)	20.00%	2	50.00%	5	30.00%	3	10
2	Sense of Historical Development (Discuss the history of software and the evolution of computer technology.)	40.00%	4	30.00%	3	30.00%	3	10
3	Civic Knowledge and Engagement (Describe the local and global impact of computing on individuals, organizations, and society.)	18.18%	2	45.45%	5	36.36%	4	11
4	Intercultural Knowledge and Competence (Understand the social and cultural responsibilities of a professional working in the computer science discipline.)	9.09%	1	36.36%	4	54.55%	6	11

Q48 - Program Learning Outcomes: Communication Based on your program experiences, do you feel you developed the following communication knowledge, skills, or abilities during your BComp General program?



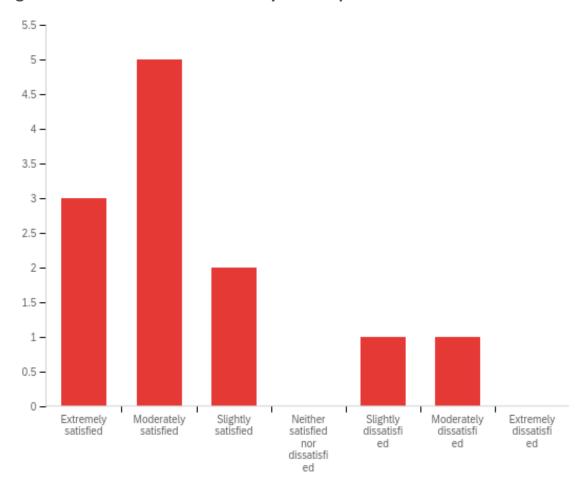
#	Question	Yes, definitely		Maybe a little		No		Total
1	Oral Communication (Explain software requirements using appropriate technical language.)	50.00%	6	33.33%	4	16.67%	2	12
2	Written Communication (Compose written technical reports using accepted standards for writing style.)	8.33%	1	66.67%	8	25.00%	3	12
3	Reading Comprehension (Interpret and use written information related to a software development project.)	75.00%	9	25.00%	3	0.00%	0	12
4	Integrative Communication (Apply appropriate user interface techniques to design systems that are usable by people.)	33.33%	4	58.33%	7	8.33%	1	12

Q49 - Program Learning Outcomes: Professional and Ethical Behaviour Based on your program experiences, do you feel you developed the following professional and ethical behaviour knowledge, skills, or abilities during your BComp General program?



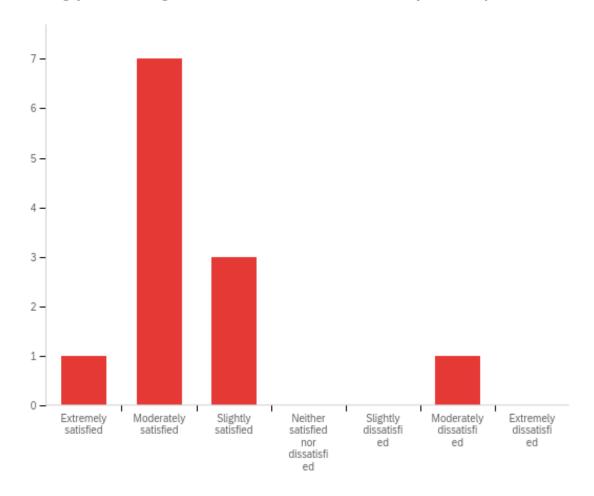
#	Question	Yes, definitely		Maybe a little		No		Total
1	Ethical Reasoning (Explain the professional and ethical responsibilities surrounding software development.)	33.33%	4	41.67%	5	25.00%	3	12
2	Personal Organization / Time Management (Recognize the need for, and have the ability to engage in, life-long learning. Organize time and commitments to ensure success.)	58.33%	7	33.33%	4	8.33%	1	12

Q8 - What best describes your overall experience in your BComp degree program during your undergraduate studies at the University of Guelph?



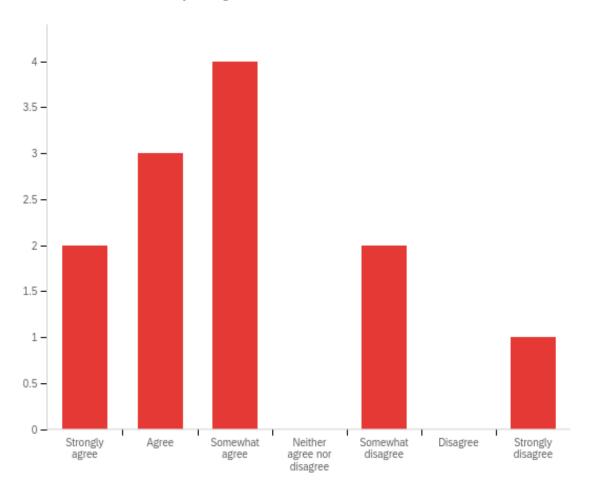
#	Answer	%	Count
46	Extremely satisfied	25.00%	3
47	Moderately satisfied	41.67%	5
48	Slightly satisfied	16.67%	2
49	Neither satisfied nor dissatisfied	0.00%	0
50	Slightly dissatisfied	8.33%	1
51	Moderately dissatisfied	8.33%	1
52	Extremely dissatisfied	0.00%	0
	Total	100%	12

Q9 - What best describes your level of satisfaction with the overall quality of teaching in CIS courses during your undergraduate studies at the University of Guelph?



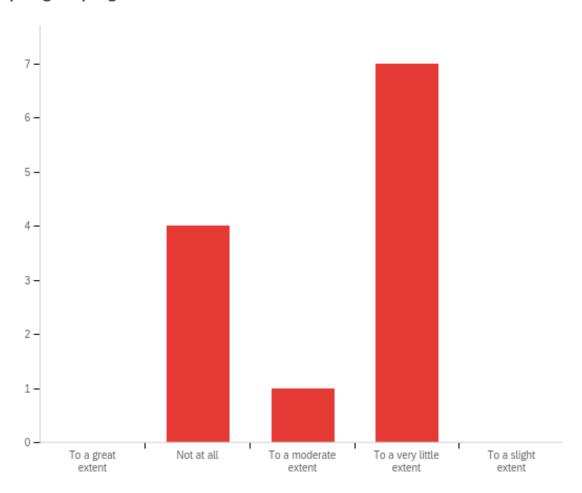
#	Answer	%	Count
59	Extremely satisfied	8.33%	1
60	Moderately satisfied	58.33%	7
61	Slightly satisfied	25.00%	3
62	Neither satisfied nor dissatisfied	0.00%	0
63	Slightly dissatisfied	0.00%	0
64	Moderately dissatisfied	8.33%	1
65	Extremely dissatisfied	0.00%	0
	Total	100%	12

Q13 - Please indicate the extent to which you agree or disagree with the statement: "What I learned in my Bachelor of Computing degree program prepared me for my professional or academic career post-graduation."



#	Answer	%	Count
25	Strongly agree	16.67%	2
26	Agree	25.00%	3
27	Somewhat agree	33.33%	4
28	Neither agree nor disagree	0.00%	0
29	Somewhat disagree	16.67%	2
30	Disagree	0.00%	0
31	Strongly disagree	8.33%	1
	Total	100%	12

Q10 - To what extent did library resources and services support your progress through your BComp degree program?



#	Answer	%	Count
19	To a great extent	0.00%	0
20	Not at all	33.33%	4
21	To a moderate extent	8.33%	1
22	To a very little extent	58.33%	7
23	To a slight extent	0.00%	0
	Total	100%	12