

B - Course Revision Form V. 7.2022 : Entry # 3586**DEAN Decision**

Approved

Today's Date

09/15/2025

EPC Decision

Approved

Today's Date

10/23/2025

GEC Decision

Approved

Today's Date

01/30/2026

APIRC Decision

Approved

Today's Date

02/02/2026

Begin Form**Today's Date**

09/15/2025

Your Name

Michael Oudshoorn

Your Email:moudshoo@highpoint.edu**Are you a Department Chair?**

Yes

By checking below, I certify that my department chair has seen and approved the course revisions that are in this proposal

Yes

Please select the appropriate school overseeing this proposal:

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Engineering

When should this proposal take effect?

Fall 2026

Are you submitting multiple courses for revision from the same department?

No, just one

Please list all of the courses that you are submitting revisions for:

Course Prefix	Course Number	Course Title
CSC	4710	Software Engineering

What would you like to revise?

- Learning Outcomes
- Adding or removing an Academic Program

Gen Ed & Academic Program Information**Is this a revision to meet new Gen Ed requirements?**

Yes

Which area(s) of Gen Ed does your proposal seek for approval?

- Experiential Learning [EXP]

Is this course part of an academic program?

- This course does not currently fulfill academic program requirements

Does this course, as revised, include any community engagement?

No

Is this course part of GoGlobal?

No

Does this course count towards a major or a minor?

Yes

Please list the course(s) and whether they are required or electives for the major/minor.

Course Prefix/Number	Name of Major and/or Minor?	Required or Elective?
CSC4710	Computer Science	Required

B - Course Revision Form V. 7.2022 : Entry # 3586**Course Prefix/Number Name of Major and/or Minor? Required or Elective?**

CSC4710 Cybersecurity Elective

CSC4710 Artificial Intelligence and Data Science Elective

Is this course cross listed?

No

Choose the department designator for your course from the list below.

Adding/Removing Academic Programs**Please describe the change you are seeking to make and provide a rationale**

CSC4710 Software Engineering is a capstone experience for students taking a computer science major. It has a substantial group-based project that requires students to leverage the knowledge that they have learned in previous computer science courses, but also in other courses they have taken outside of the computer science discipline.

Curriculum Review Information**Please list all revised student learning outcomes, including Gen Ed outcomes, for this course in the box below.**

After successfully completing this course, you will be able to:

1. Analyze a complex computing problem and 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.
6. Apply computer science theory and software development fundamentals to produce computing-based solutions.
7. Demonstrate knowledge through applied experience or projects.

If you have Gen Ed learning outcomes, please address the kinds of assessments you may use for each area that you are proposing the course be designated (i.e., Arts, Humanities, Diversity, etc.)

The Gen Ed (experiential learning) requirement is assessed through a group-based project that is real-world in nature and substantial. In order to address the problem, students must utilize prior knowledge from earlier computer science courses, knowledge from the current courses (CSC4710) and knowledge from other non-major courses.

A sample project is attached.

Sample Syllabus

- [R_CSC4710_Oudshoorn_F25.pdf](#)

Additional Files

- [Project-updated.docx](#)