



Annual Assessment Report for Academic Programs

The University Assessment Team advocates for the enhancement of student learning through purposeful, meaningful, and feasible student-outcomes assessment practices. The Assessment Team seeks to collaborate with programs, departments, and units to ensure that effective assessment of student learning occurs across the University. To assist in meeting this goal, the Team requests that you complete this Annual Assessment Report form to document student learning in your program. A PDF version of this completed form will be posted to the Academic Affairs Assessment website. Please note that this Annual Assessment Report form should only be completed after you have an Assessment Plan for Academic Programs forms on file with the University Assessment Team. The plan is completed once and only updated when revisions have been made to components of the plan.

1. Degree Level and Program Name: BS in Computer & Information Systems with a Major in Cybersecurity

2. College/School: College of Liberal Arts & Education

3. Assessment Overview - Briefly share how student learning outcomes assessment is conducted within your program/department (e.g. number of outcomes, examples of assignments used, and frequency of assessment).

BS in Computer Information Systems with a Major in Cybersecurity program has four program-level learning objectives with two outcomes assessed each year. Students are assessed using hands-on lab exercises, group projects, and case studies. The benchmark for success is to have at least 75% of the students earn a score in the "at expected levels" (71-89%) to "above expected levels" (90-100%) ranges.

4. Student Learning Outcomes -Which student learning outcome(s) from the assessment plan filed with the University Assessment Team is/are being reported on in this report? Include the corresponding benchmark(s) for each outcome.

Student Learning Outcome #2 was assessed: Demonstrate the use of techniques, skills, and tools necessary for cyber defense within an organization. The benchmark for success is 71-89% (at expected levels) or higher on the hands-on labs: Metasploitable2 User Enumeration in CIS4710, Ethical Hacking.

Student Learning Outcome 3 was assessed: Demonstrate an understanding of professional, ethical, legal, security and social issues and responsibilities related to computing. The benchmark for success is 71-89% (at expected levels) or higher on the Week 3 test questions 1-8 in CIS 4650, Information & Society.

5. Institutional Outcomes - For which institutional outcome(s) do the reported student learning outcome(s) align?

SLO Outcome Alignment	Institutional Outcome
	I. Jesuit & Mercy Values
Yes	II. Diversity & Cultural Awareness
Yes	III. Critical Thinking & Problem Solving
	IV. Communication
Yes	V. Professionalism
	VI. Lifelong Learning



6. **Assessment Period:** Select the academic year for which you are reporting results (i.e. when data were collected):

2022-2023

7. **Results, Planned Actions, and/or Actions Taken** -Briefly summarize the assessment results, how they relate to benchmark(s), and how you are using them to enhance student learning and improve program quality.

Over the past five years, many program core courses have incorporated hands-on labs and three have been assessed for the program learning outcomes. Overall, students performed well, those whose scores were lower than average failed to articulate the details or explain in their narrative the steps they took to solve the technical issue at hand. 90% of students assessed scored over 76% (at expected levels) on their lab assignment submissions.

Attachment(s):

None