Information Technology Engineering Student Achievement

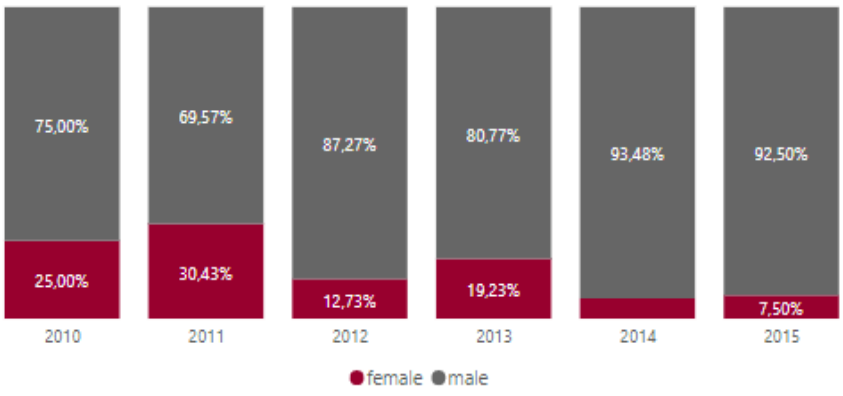
Degree Profile for the Information Technology Engineering program

The Information Technology Engineer from UDLA is a competent, enterprising professional with a global/international vision, capable of proposing technological solutions, through the management of computer infrastructure projects that allow organizations to achieve their objectives, with a vision of excellence, globalization, and social commitment.

The UDLA Information Technology Engineer implements and evaluates the different hardware architectures and software platforms of organizations, through the application of regulations and standards, to innovate and improve production processes. He/she manages and secures data from organizations for decision-making and incorporates new technologies, using international standards and applying project management fundamentals.

The Engineer in Information Technologies at UDLA is expected to perform different roles in multidisciplinary work teams in national and international contexts, applying his/her technical knowledge and comprehensive training while acting ethically, respecting the current legal framework, for the benefit of society and committed to the development of the country.

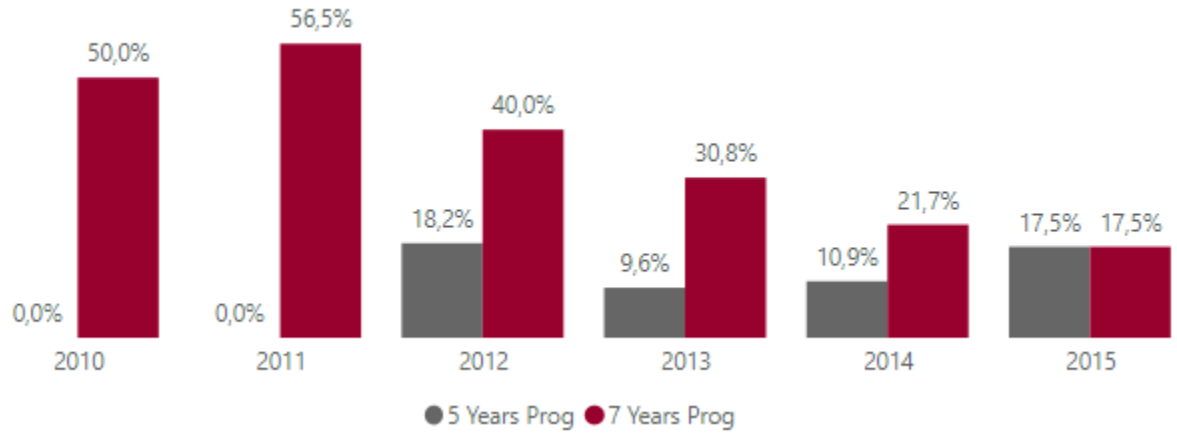
GRADUATION BY GENDER



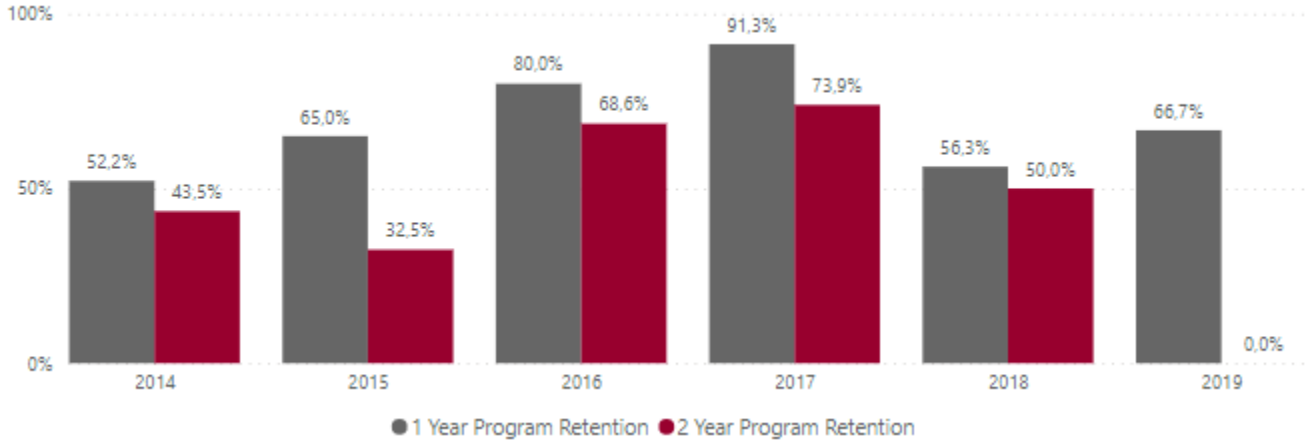
Retention and graduation rates are calculated through the 2019- 2020 academic year, based on new, first-time students entering in the fall semester, regardless of whether they enroll in the daytime or evening version of their program (if available). These rates do not consider incoming transfer students.

The duration of the Information Technology Engineer program has historically been 5 years (10 semesters). Nevertheless, until Fall 2015, students had to first complete all coursework and then the capstone, which extended the time required to finish the program by at least one semester. Therefore, the graduation rate is calculated according to a duration of 5 years and 150% of that amount. The percentage of graduates in each cohort by gender considers only actual graduates, not the original makeup of the cohort.

GRADUATION



RETENTION



Program Learning Outcomes

In every semester, the program provides assessment results according to its Multiannual Assessment Plan (MAP), which typically considers one or more of its program learning outcomes (PLOs). Most programs utilize the platform Brightspace to collect and assess student work and to present the data and evidence of student achievement. These results and their analysis, with the objective of identifying areas for improvement, are presented in the program's annual assessment report.

In the graphic below, the most recent period in which a PLO has been assessed is indicated, with the percentage indicating achievement of the expected performance standard for that PLO, according to the rubric used to evaluate the student work. This standard can be designated at an introductory, intermediate, or final level, depending upon how the course learning outcomes (CLOs) align to each PLO in the program's curriculum map.

A graduate of the Information Technology Engineering program will be able to:

1. Apply the appropriate knowledge of mathematics, science, programming, and engineering to problems related to Information Technology.
2. Implement technological infrastructures while considering the organizational requirements and their local and global impact.
3. Evaluate the different hardware architectures and software platforms of organizations, through the application of regulations and standards, to innovate and improve production processes.
4. Manage data repositories of organizations efficiently and implement support platforms for decision making in the business.
5. Manage information technology projects, through administrative tools for the control of resources, and interpret economic analysis indicators.