The Internship program must enable students to attain:

(a) An ability to apply knowledge of computing appropriate to the discipline.

(b) An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution.

(c) An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs.

(d) An ability to function effectively on teams to accomplish a common goal.

(e) An understanding of professional, ethical, legal, security and social issues and responsibilities.

(f) An ability to communicate effectively with a range of audiences.

(g) An ability to analyze the local and global impact of computing on individuals, organizations, and society.

(h) Recognition of the need for and an ability to engage in continuing professional development.

(i) An ability to use current techniques, skills, and tools necessary for computing practice.

(j) An ability to apply algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices.

(k) An ability to apply design and development principles in the construction of software systems of varying complexity.

By joining Internship Program, the student participate at least in one of the following topics:

- Software Development
- Algorithms and Programming Languages
- Platform-based Development
- Architecture and Organization

- Intelligent Systems
- Computational Science
- Graphics and Visual Computing
- Parallel and Distributed Computing
- Human-Computer Interaction
- Information Assurance and Security
- Information Management (Database Systems, Data Modeling)
- Networking and Communications

Student performance must be evaluated. Student progress must be monitored to foster success in attaining student outcomes.