2000-2001 PROGRAM GOALS

AUTOMOTIVE TECHNOLOGY PROGRAM GOALS
The graduate should be able to

I. Practice shop safety.
II. Select and use the proper tools and equipment to perform automotive repairs according to industry procedures.
III. Diagnose and repair automotive engine malfunctions.
IV. Evaluate automotive engine performance and make necessary adjustments for optimum performance.
V. Demonstrate proficiency in evaluating the status of automotive transmissions and transaxles.
VI. Evaluate the status of automotive suspensions and steering.
VII. Diagnose problems associated with automotive braking systems.
VIII. Diagnose problems associated with automotive electrical systems.
IX. Perform checks on automotive climate control systems and recommend courses of action for repair of malfunctions.

CHEMICAL AND ENVIRONMENTAL ENGINEERING TECHNOLOGY PROGRAM GOALS
The graduate should be able to

I. Set up and operate pilot or larger scale equipment.
II. Set up and operate laboratory equipment.
III. Assist in technical calculations.
IV. Set up analytical equipment.
V. Operate analytical equipment.
VI. Make statistical calculations in evaluating data.
VII. Write a laboratory notebook or an operating log.
VIII. Make literature searches.
IX. Effectively follow written or oral procedures.
X. Assist in research and development.
XI. Report on technical work.
XII. Take physical samples.

CIVIL ENGINEERING TECHNOLOGY PROGRAM GOALS
The graduate should be able to

I. Understand and apply the basic principles of Civil Engineering Technology.
II. Use creative thinking skills and the tools of Civil Engineering Technology to solve problems with a minimum of assistance and supervision.
III. Use reading, writing and speaking skills to communicate effectively.
IV. Work in teams to solve problems.
V. Demonstrate good personal work habits and professional ethics.
VI. Find employment in a related field.
COMMUNICATIONS GRAPHICS TECHNOLOGY PROGRAM GOALS
The graduate should be able to

I. Develop the technical and conceptual skills essential for obtaining an entry-level position in the communication graphics industry.
II. Develop mastery of contemporary computer-based technology and relevant software as demonstrated by a portfolio of original graphic designs.
III. Develop essential communication skills to work effectively as a team member in the work force.
IV. Develop an appreciation for lifelong learning and the capacity to adapt to changing technology.

COMPUTER ACCOUNTING PROGRAM GOALS
The graduate should be able to

I. Be prepared for job entry or career advancement in the business field.
II. Exhibit effective teamwork skills.
III. Use business tools to reach decisions.

COMPUTER INTEGRATED DRAFTING AND DESIGN PROGRAM GOALS
The graduate should be able to

I. Become technically proficient in a CAD application and knowledgeable in at least one other.
II. Use sophisticated graphics and modeling software.
III. Use other software, references and resources related to the profession.
IV. Demonstrate good verbal, written and graphic communication skills.
V. Demonstrate good professional habits.
VI. Become employed as a CAD drafter or employed in a related field.

COMPUTER SCIENCE TECHNOLOGY PROGRAM GOALS
The graduate should be able to

I. Demonstrate problem-solving skills.
II. Secure employment within the information technology industry.
III. Implement problem solutions.

E-COMMERCE/MARKETING PROGRAM GOALS
The graduate should be able to

I. Be prepared for job entry or career advancement in the business field.
II. Exhibit effective teamwork skills.
III. Use business tools to reach decisions.

EARLY CHILDHOOD EDUCATION PROGRAM GOALS
The graduate should be able to

I. Be prepared for job entry or career advancement in the childcare field.
II. Use good verbal and written communication skills.
III. Demonstrate understanding of fundamental child development principles.
IV. Apply on-the-job the principles of good work habits.
ELECTRICAL ENGINEERING TECHNOLOGY PROGRAM GOALS
The graduate should be able to

I. Understand fundamental electrical/electronic principles.
II. Understand moderately complex electronic systems.
III. Acquire test data with numerous electronic instruments and diagnose system performance.
IV. Suggest modifications to electronic systems under test to improve performance.
V. Maintain and troubleshoot electronic equipment.
VI. Breadboard (using wirewrap, soldering, etc.) and test electronic circuits.
VII. Develop printed-circuit board layouts, fabricate boards and package the overall electronic circuit.
VIII. Program microprocessors, EPROMS, generic logic arrays and programmable logic controllers.
IX. Simulate electronic circuits with circuit simulation software on a personal computer.
X. Use new hardware/software by studying manuals or following computer instructions.
XI. Generate engineering reports.

FINANCE PROGRAM GOALS
The graduate should be able to

I. Understand the basic principles of Finance and be able to apply them to the Finance field.
II. Integrate Finance with other areas in the business environment.
III. Identify problems and use appropriate techniques to find solutions.
IV. Work independently with a network of individuals and also function within a work group.
V. Have mastery of basic skills that include competencies in sales techniques, mathematics, computer science,
   and communications.
VI. Function competently as a citizen and consumer.
VII. Continue to develop knowledge skills as needed in the Finance field.

GEOGRAPHIC INFORMATION SYSTEMS PROGRAM GOALS
The graduate should be able to

I. Demonstrate understanding of fundamental GIS principles.
II. Be prepared for job entry or career advancement in GIS related fields.
III. Use good verbal and written communication skills.
IV. Demonstrate problem-solving skills.

HOSPITALITY PROGRAM GOALS
The graduate should be able to

I. Understand principles of hospitality management and be able to apply them to the hospitality field.
II. Make job-related decisions and develop solutions to problems.
III. Apply the human relations skills necessary to manage in the hospitality field.
IV. Work as a member of a hospitality management team.
V. Integrate hospitality management with other areas of the business environment.

INTERIOR DESIGN TECHNOLOGY PROGRAM GOALS
The graduate should be able to

I. Understand fundamentals of art and design, theories of design and human behavior, and design-related
   history.
II. Apply the knowledge, skills, processes and theories of interior design.
III. Communicate effectively
IV. Design within the context of building systems and use appropriate materials and products.
V. Apply the laws, codes, regulations, standards, and practices that protect the health, safety, and welfare of the public.
VI. Understand the business and professional practice of interior design.

MANAGEMENT PROGRAM GOALS
The graduate should be able to

I. Be prepared for job entry or career advancement in the business field.
II. Exhibit effective teamwork skills.
III. Use business tools to reach decisions.

MECHANICAL ENGINEERING TECHNOLOGY PROGRAM GOALS
The graduate should be able to

I. Understand and apply the basic theory and concepts of mechanical engineering technology.
II. Identify and solve problems with a minimum of assistance and supervision.
III. Operate concentration-related equipment with a high degree of manipulative skills.
IV. Communicate effectively, which includes reading, oral and written skills.
V. Apply on-the-job the principles of good work habits.

OFFICE SYSTEMS TECHNOLOGY PROGRAM GOALS
The graduate should be able to

I. Use technology to show proficiency in computer operation and computer applications.
II. Demonstrate ability to communicate effectively in electronic and traditional environments.
III. Demonstrate professionalism in the work environment.

PARALEGAL STUDIES PROGRAM GOALS
The graduate should be able to

I. Be prepared for job entry or career advancement in legal environments.
II. Demonstrate problem-solving skills.
III. Exhibit effective writing skills.

VIDEO PRODUCTION TECHNOLOGY
The graduate should be able to

I. Develop technical and professional skills which contribute to obtaining entry-level positions in the broad field of media production.
II. Demonstrate mastery of media-specific competencies through hands-on experiences; familiarity with industry practices as well as career paths at the local, regional and national levels; and a knowledge of fiscal characteristics in the broad field of media production.
III. Demonstrate visual literacy, including a strong foundation with the written word, and an ability to utilize creative imagination.
IV. Cultivate a basis to perform as an effective member of the work force through effective communication, displayed initiative, effective leadership, a sense of teamplay, sound ethical judgment, and a willingness to persevere.

V. Develop an appreciation for continuous professional development and life-long learning with the capacity to adapt to changing technologies and changing industry configurations.

Posted: March 14, 2001