MASTER of PHILOSOPHY SOFTWARE ENGINEERING

Programme Educational Objectives (PEO)

After having exposed to 3 to 5 years working experience, our graduates should become professionals who demonstrate the following competencies:

Code	Intended Educational Objectives
PEO1	Competent in software engineering and digital industry and contribute to national development.
PEO2	Has character and ethics, as well as high professionalism and contributes to current and future needs.
PEO3	Creative, innovative, entrepreneurial and able to become leader or team member in an organisation and society.

Programme Learning Outcomes (PLO)

After having completed the programme, graduates should be able to demonstrate the following competencies:

Code	Intended Learning Outcomes
PLO1	Ability to integrate and acquire in-depth knowledge in professional practices for the benefits of Software Engineering discipline.
PLO2	Ability to formulate hyphotesis, design and perform scientific research in Software Engineering using appropriate methods and tools.
PLO3	Ability to evaluate and make decision taking into consideration social responsibilities related to organization, society and individual to fulfill needs of mankind.
PLO4	Ability to demonstrate behaviours that are consistent with the code of Professional Ethics and Responsibilities.
PLO5	Ability to communicate technical solutions and research findings to a range of audience orally and in writing.
PLO6	Ability to explore in solving scientific problem to produce an innovative software solution.
PLO7	Ability to adapt current knowledge and manage information effectively through the life long learning process.
PLO8	Ability to identify commercial value in software solution.