1. **Course number and name**
   EE/CptS 302: Professional Skills in Computing and Engineering

2. **Credits and contact hours**
   3 credits, 3 lecture hours

3. **Instructor’s or course coordinator’s name**
   Chris Hundhausen

4. **Textbook, title, author, and year**

   **Other supplemental materials**

5. **Specific course information**
   a. **Catalog description:** Foundation in computing and engineering professional development.
   b. **Prerequisites or co-requisites:** Certified major in CptS, CE, EE, or SE.

6. **Specific goals for the course**
   By the end of the course, students will be able to
   ● identify professional, ethical, legal, security, and social dimensions of a decision or action and its potential impacts on the individual, company/organization, and public (4a).
   ● perform analyses, formulate policies, and make decisions based on sound ethical reasoning that incorporates ethical frameworks (Utilitarianism, Deontology, Contract-based ethical theories, Character-based ethical theories), and professional codes of ethics (4c, 4d, 4e, 4f).
   ● articulate cost, schedule and risk components of computer or engineering project, with consideration of ethical consequences (4b).
   ● effectively communicate in oral presentations (3a, 3b, 3c, 3d, 3e, 3f)
• effectively communicate reasoning and rationale in written documents (3a, 3b, 3c, 3d, 3e, 3f).
• carefully listen to others and provide others with constructive feedback (5g).
• function effectively as part of a team (5b, 5c, 5d, 5e, 5f).
• effectively manage team projects (5a, 5c, 5d).

7. Brief list of topics to be covered
• Ethical frameworks
• Ethical reasoning
• Professional codes of ethics
• Privacy
• Interview skills
• Intellectual property
• Teamwork
• Project management