

**College of Computing and Software Engineering**

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for student learning. The college seeks to build a comfortable, safe, collegial learning environment for all. Interactions between faculty, students, and staff will be respectful. Academic integrity is a critical aspect of student learning in the college, and faculty will determine when student collaboration is allowed. Each learning activity will be structured in the knowledge that timely feedback is essential to student success. Learning will be conducted in a supportive manner that allows students to realize where they are and the correct approach and know how to grow in their ability to succeed. Learning will include experimentation, iterative improvement, and exploration as vital components of the learning process. Faculty and staff will create a supportive environment that recognizes that students learn by doing and developing their appropriate competencies in computing, problem-solving, and analytical thinking.

### **3) Syllabi**

The Syllabi must be submitted electronically to the dean's office by the end of the first week of classes.

The content must comply with all university requirements: Faculty Handbook 2.13 <http://catalog.kennesaw.edu/> and the updated annually syllabus template posted at

4) **Return graded work** to students within 2 weeks of the due date. If any course assessment

All courses must follow a unit approved syllabus including course outcomes, tentative schedule of topics, and textbook(s) (if required).

Regardless of the mode of delivery, a D2L course shell for each section of a course must include:

- Welcome page
- Syllabus
- Calendar
- Grade book
- Course outcomes set in the D2L competencies tool

