* + - 1. Employer Indirect Assessment (Every 2 Years): Every 2 years, an indirect assessment is performed through employers’ survey. The survey measures three different aspects: personality, education outcomes, and an overall evaluation about the employee’s ability to handle their designated tasks. The survey provides an instrument to measure how the learning process and the educational objectives of the CS programs contribute to the success of our student in the industry. Table 4.4 shows the sample.

Table 4.4: Employer Survey Form

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Employer Survey** | | | | | | |
| * **Company/Organization Name** * **Company/Organization Address (City, Street)** * **The name of the person completing the form** * **Job Title** * **Is Yarmouk University CS (Digital Reality and Game Development) -graduate still employed by your company?** * **Please indicate the number of Yarmouk University IT graduates in the specified discipline in your company:** | | | | | | |
| **Please rate your satisfaction with how well IT-graduates from Yarmouk University meet the following personality items.** | | | | | | |
| **Personality** | | **Strongly Agree** | **Agree** | **Neutral** | **Disagree** | **Strongly Disagree** |
| **Q1** | Enthusiasm and interest in work | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q2** | Quality of work output | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q3** | Taking initiative to complete tasks | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q4** | Ability to work independently | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q5** | Maintaining effective relations with co-workers | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q6** | Attendance | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q7** | Punctuality | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Please rate your satisfaction with how well IT-graduates from Yarmouk University meet the following Students Outcomes.** | | | | | | |
| **Q8** | Demonstrates analytical problem- solving skills | ☐ | ☐ | ☐ | ☐ | ☐ |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Q9** | Demonstrates the ability to design, implement, and evaluate a computing-based solution to meet a given set of computing requirements | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q10** | Communicates clearly verbally and in written form | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q11** | Demonstrates leadership and ability to work in a team | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q12** | Demonstrates skills for lifelong learning | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q13** | Demonstrates necessary technical knowledge | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q14** | Demonstrates necessary computer skills | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q15** | Demonstrates ability to design, implement, and evaluate a computing-based solution to meet a given set of computing requirements | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q16** | Demonstrates ability to identify and analyze user needs and to take them into account in the selection, creation, integration, evaluation, and administration of computing-based systems | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Overall Evaluation** | | | | | | |
| **Q17** | Overall rating for the student’s performance | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Q18** | Where do you rank this YU CS (Digital Realty and Game Development) graduate compared to graduates from other universities | ☐ | ☐ | ☐ | ☐ | ☐ |
| **Please feel free to provide any further comments on the program curriculum and to make suggestions on ways to improve the program and curriculum.** | | | | | | |

* + - 1. Advisory Board Qualitative Assessment (Every 2 Years): the advisory board committee meets every 2 years. The meeting discusses how the designated objectives satisfy the current need of the employment industry. Through this meeting, the board can decide to update the educational objectives to meet the market needs.