

<b>PILO Category</b>	<b>Program Intended Learning Outcome (PILO)</b>	<b>Alignment with Department Vision</b>	<b>Alignment with Department Mission</b>
<b>A. Knowledge</b>	<b>PILO-1:</b> Analyze complex computing problems and apply principles of computing to identify solutions.	Supports becoming a pioneering research department in Virtual Reality and Electronic games.	Enables students to identify and address challenges through modern academic programs.
	<b>PILO-2:</b> Design, implement, and evaluate computing-based solutions to meet requirements.	Contributes to dissemination of solutions (Virtual Reality and Electronic games.).	Provides standardized teaching/training for practical problem-solving.
<b>B. Skills</b>	<b>PILO-3:</b> Communicate effectively in professional contexts.	Establishes the department as a regional leader through articulate graduates.	Ensures students can present solutions clearly in a pioneering academic environment.
	<b>PILO-4:</b> Recognize professional responsibilities and make ethical judgments in computing.	Reinforces ethical research and practices in Virtual Reality and Electronic games..	Trains students to handle Virtual Reality and Electronic games challenges with legal/ethical awareness.
<b>C. Competences</b>	<b>PILO-5:</b> Function effectively as a team member/leader in discipline-related activities.	Supports collaborative R&D in Virtual Reality and Electronic games..	Prepares students for real-world teamwork in academic/training programs.
	<b>PILO-6:</b> Apply Virtual Reality principles to Develop VR systems and Electronic Games.	Directly aligns with focus on Virtual Reality and Electronic games solutions (local/regional impact).	Ensures graduates can address Virtual Reality and Electronic games challenges through modern training.