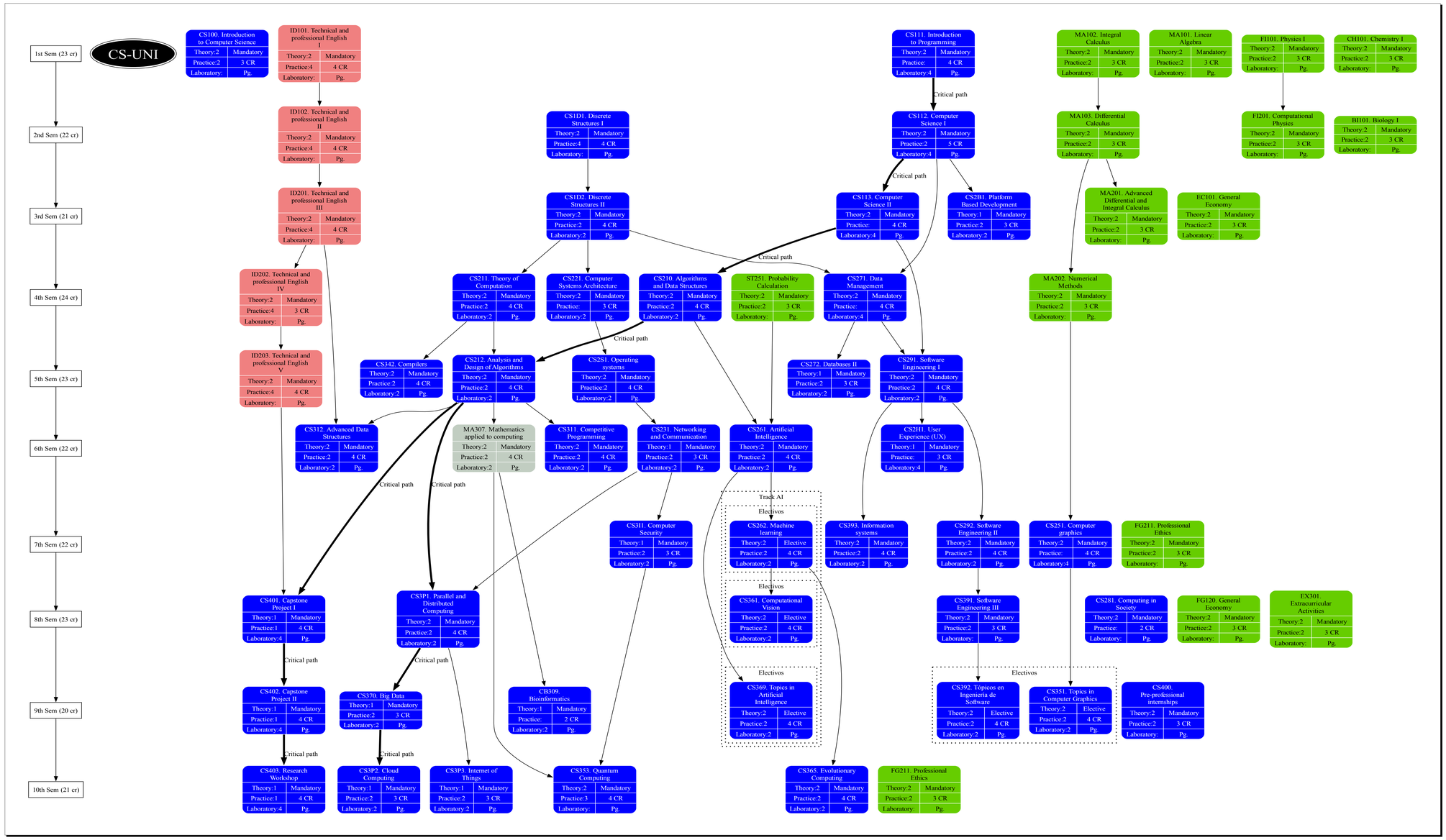
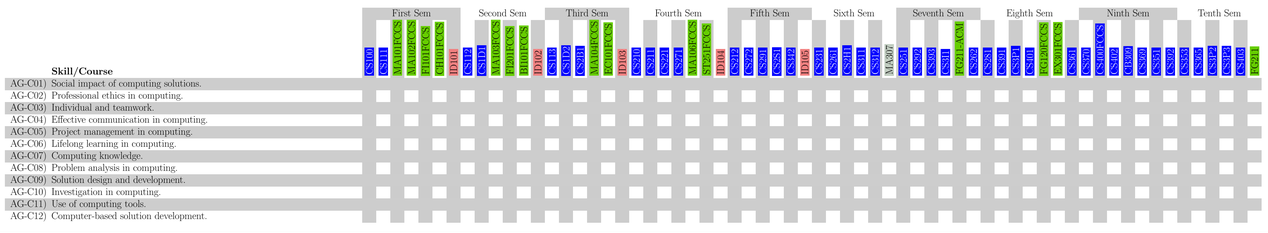
School of Computer Science https://portal.uni.edu.pe/index.php/facultades/ciencias/ciencia-de-la-computacion

Mission: To contribute to the scientific, technological and technical development of the country forming competent professionals oriented to the creation of new science and computational technology, as engine that impels and consolidates the software industry based on scientific research and technological in innovative areas, forming, IN OUR professionals, a set of skills for solving computational problems with a social commitment.

Definition: The professional profile of this professional program can be better understood from figures on the right side. This professional has Computing as the center of his studies. That is, it has computating as an end and not as a means. According to the definition of this area, this professional is called directly to be a promoter of the development of new computational techniques that can be useful at local, national and international level.

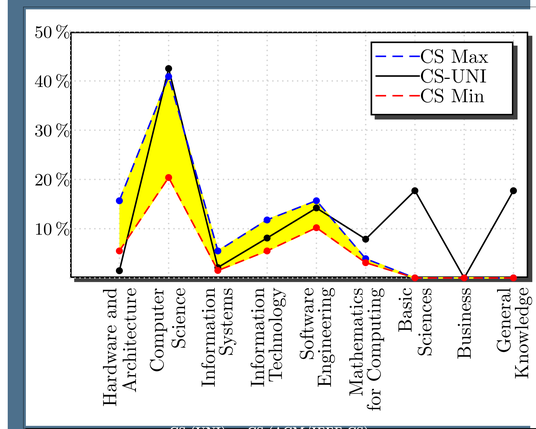
Our professional profile is aimed at generating jobs through permanent innovation. Our professional training has three fundamental pillars: a content according to ACM/IEEE-CS Computing Curricula CC2020 and CS2023, a marked orientation to innovation and human oriented skills.



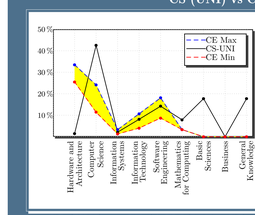


Educational objectives

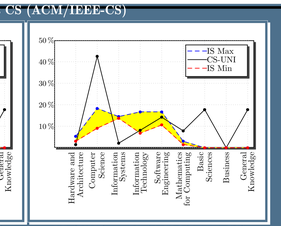
1. Meet and exceed work expectations defined by the work environment.
2. Perform as a member or leader of a specialized or multidisciplinary team.
3. Propose innovative solutions at Ciencia de la Computación.
4. Communicate technological proposals effectively.
5. Stay up-to-date on computing.
6. Understand and apply the social and ethical consequences of technology.



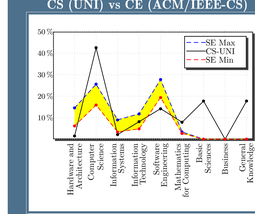
CS (UNI) vs CS (ACM/IEEE-CS)



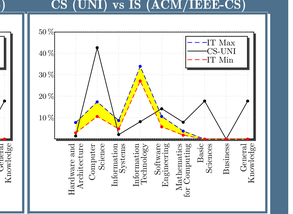
CS (UNI) vs CE (ACM/IEEE-CS)



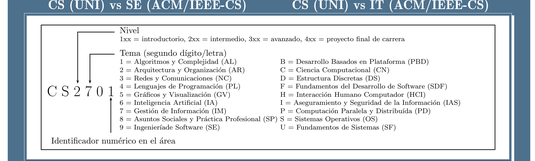
CS (UNI) vs IS (ACM/IEEE-CS)



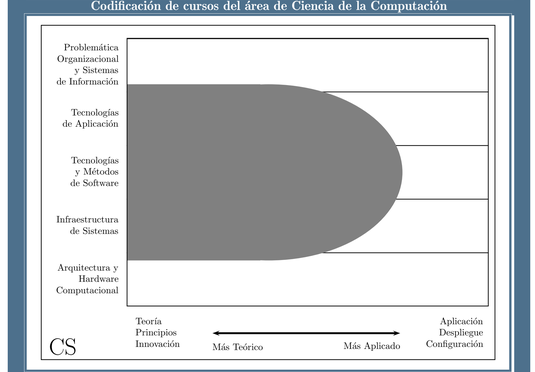
CS (UNI) vs SE (ACM/IEEE-CS)



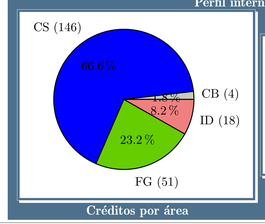
CS (UNI) vs IT (ACM/IEEE-CS)



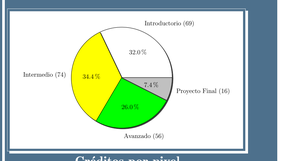
Codificación de cursos del área de Ciencia de la Computación



Perfil internacional de CS



Créditos por área



Créditos por nivel

Definición de Objetivos de Aprendizaje (*Learning Outcomes*)

Nivel 1: Familiarizarse (*Familiarity*): The student understands what a concept is or what it means. This level of mastery concerns a basic awareness of a concept as opposed to expecting real facility with its application. It provides an answer to the question: What do you know about this?

Nivel 2: Usar (*Usage*): The student is able to use or apply a concept in a concrete way. Using a concept may include, for example, appropriately using a specific concept in a program, using a particular proof technique, or performing a particular analysis. It provides an answer to the question: What do you know how to do?

Nivel 3: Evaluar (*Assessment*): The student is able to consider a concept from multiple viewpoints and/or justify the selection of a particular approach to solve a problem. This level of mastery implies more than using a concept; it involves the ability to select an appropriate approach from understood alternatives. It provides an answer to the question: Why would you do that?

Generado por Ernesto Cuadros-Vargas (ecuadros AT spc.org.pe), Sociedad Peruana de Computación (http://www.spc.org.pe/), basado en la *Computing Curricula* de IEEE-CS (http://www.computer.org) y ACM (http://www.acm.org/)