

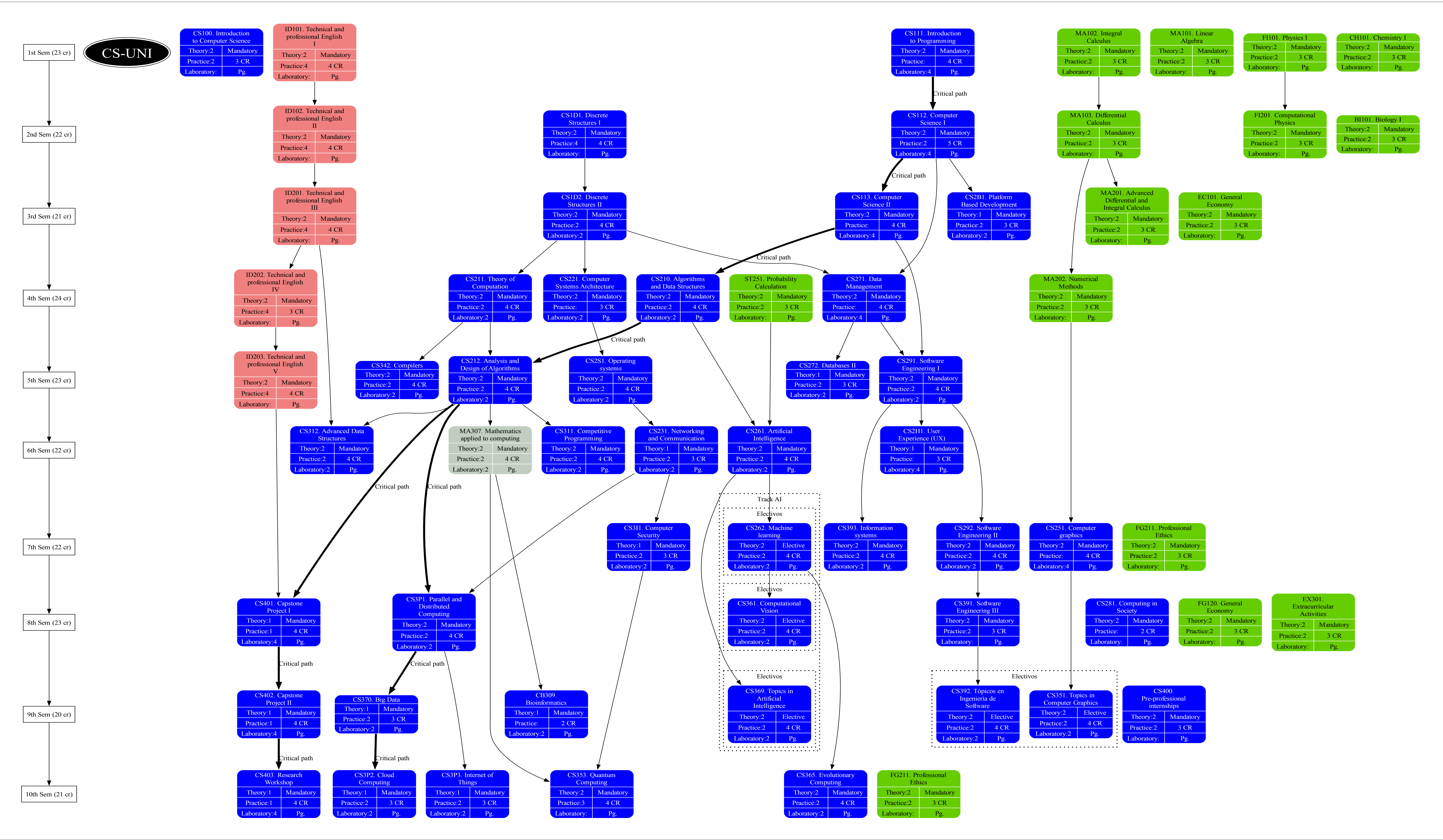


School of Computer Science <https://portal.uni.edu.pe/index.php/facultades/ciencias/ciencia-de-la-computacion>

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 computing 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.



Skill/Course	First Sem	Second Sem	Third Sem	Fourth Sem	Fifth Sem	Sixth Sem	Seventh Sem	Eighth Sem	Ninth Sem	Tenth Sem
AG-C01) Social impact of computing solutions.										
AG-C02) Professional ethics in computing.										
AG-C03) Individual and teamwork.										
AG-C04) Effective communication in computing.										
AG-C05) Project management in computing.										
AG-C06) Lifelong learning in computing.										
AG-C07) Computing knowledge.										
AG-C08) Problem analysis in computing.										
AG-C09) Solution design and development.										
AG-C10) Investigation in computing.										
AG-C11) Use of computing tools.										
AG-C12) Computer-based solution development.										

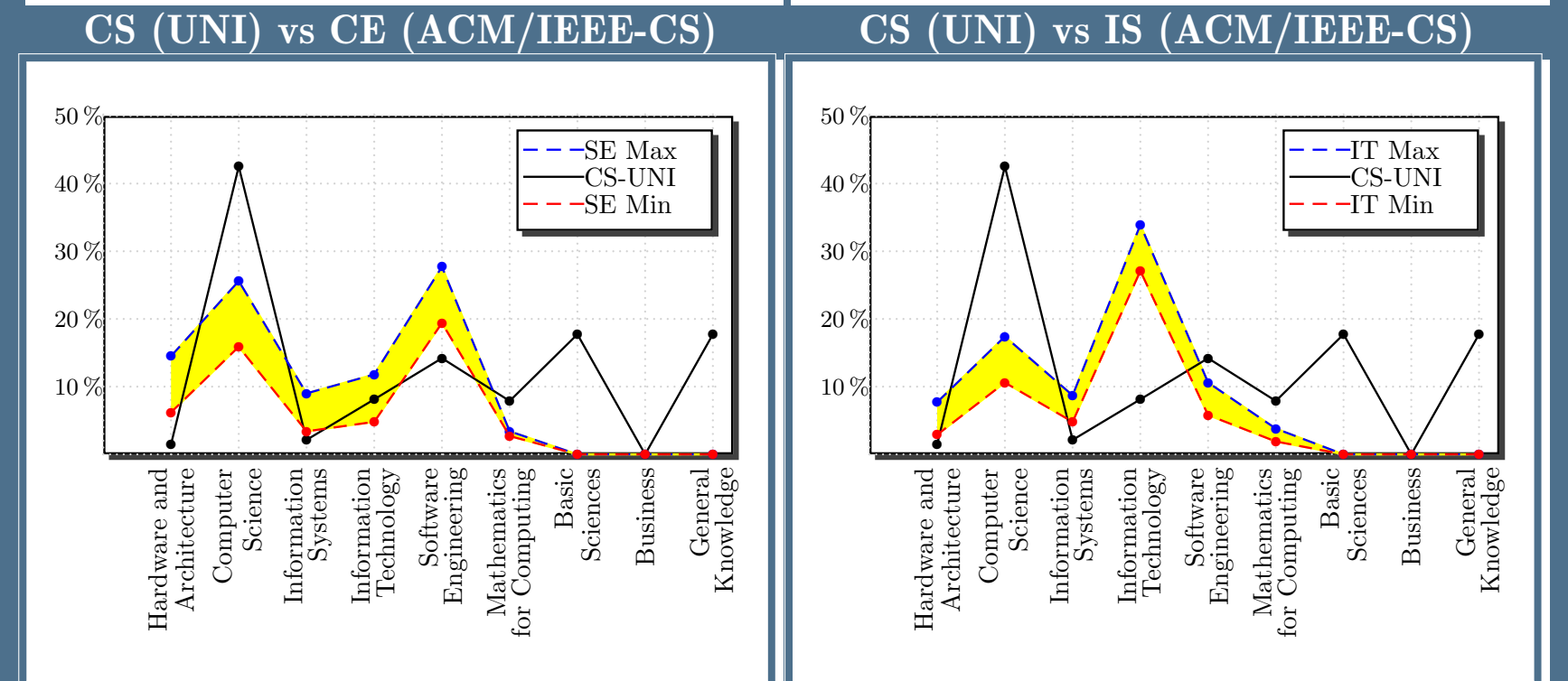
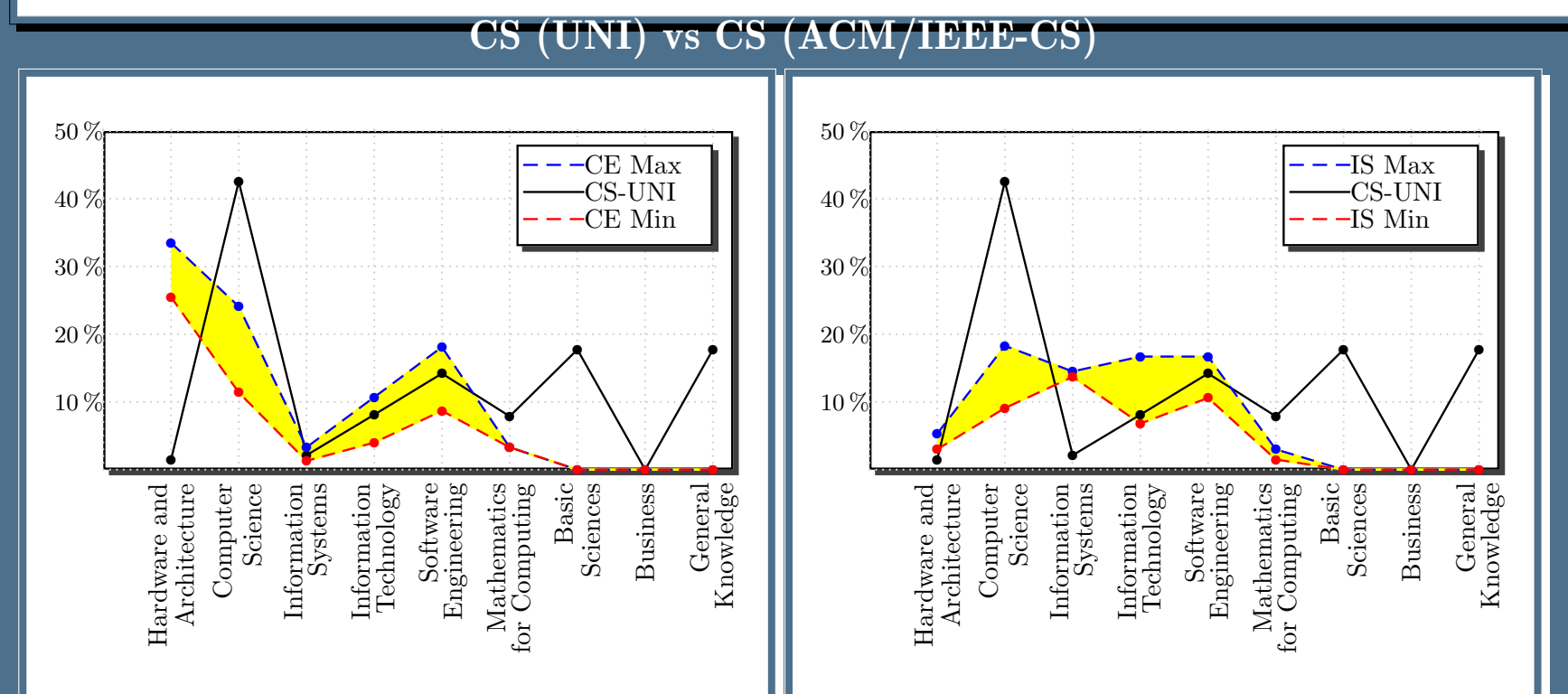
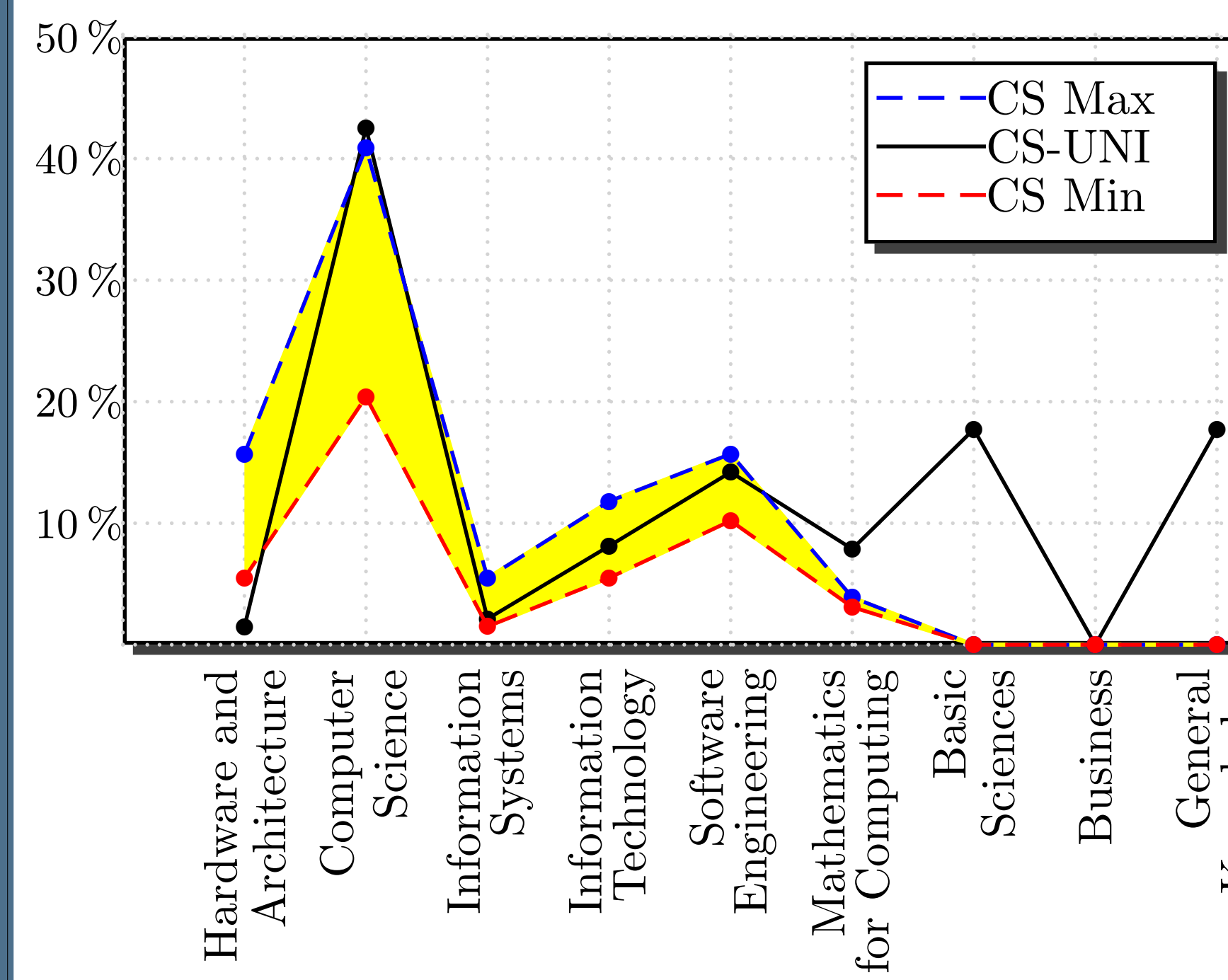
Definición de Objetivos de Aprendizaje (*Learning Outcomes*)

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/>)



CS (UNI) vs SE (ACM/IEEE-CS)		CS (UNI) vs IT (ACM/IEEE-CS)	
Nivel 1xx = introductorio, 2xx = intermedio, 3xx = avanzado, 4xx = proyecto final de carrera		Nivel 1xx = introductorio, 2xx = intermedio, 3xx = avanzado, 4xx = proyecto final de carrera	
Tema (segundo dígito/letra)		Tema (segundo dígito/letra)	
1 = Algoritmos y Complejidad (AL)		B = Desarrollo Basados en Plataformas (PBD)	
2 = Arquitectura y Organización (AO)		C = Ciencia Computacional (CS)	
3 = Redes y Comunicaciones (NC)		D = Estructura Discreta (DS)	
4 = Lenguajes de Programación (LP)		F = Fundamentos del Desarrollo de Software (SDF)	
5 = Gráficos y Visualización (GV)		H = Interacción Humano-Computador (HCI)	
6 = Inteligencia Artificial (IA)		I = Asesoramiento y Seguridad de la Información (IAS)	
7 = Gestión de Información (GI)		P = Computación Paralela y Distribuida (PD)	
8 = Asuntos Sociales y Práctica Profesional (SP)		S = Sistemas Operativos (OS)	
Identificador numérico en el área		U = Fundamentos de Sistemas (SF)	

