

# National University of Engineering (UNI)

School of Computer Science Syllabus 2024-II

1. COURSE BI101FCCS. Biology I (Mandatory)

#### 2. GENERAL INFORMATION

2.1 Course	:	BI101FCCS. Biology I
2.2 Semester	:	$2^{nd}$ Semester.
2.3 Credits	:	3
2.4 Horas	:	2 HT; 2 HP;
2.5 Duration of the period	:	16 weeks
2.6 Type of course	:	Mandatory
2.7 Learning modality	:	Face to face
2.8 Prerrequisites	:	None

#### 3. PROFESSORS

Meetings after coordination with the professor

### 4. INTRODUCTION TO THE COURSE

Biology is the science of life, and while it may not seem immediately relevant to computer science, it provides a foundation for interdisciplinary fields such as bioinformatics, computational biology, and biologically inspired artificial intelligence. This course introduces the fundamental concepts of biology, from the cell to evolution.

### 5. GOALS

- Understand the basic principles of cellular and molecular biology.
- Learn the fundamental processes of life, such as DNA replication, transcription, and translation.
- Appreciate the interrelationship between biology and computing in areas like bioinformatics.

# 6. COMPETENCES

- 1) Analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions. (Assessment)
- 6) Apply computer science theory and software development fundamentals to produce computing-based solutions. (Usage)
- AG-C01) The Professional and the World: Analyzes and evaluates the impact of solutions to complex computing problems on the sustainable development of society. (Usage)
- AG-C07) Computing Knowledge: Applies appropriate knowledge of mathematics, science, and computing. (Assessment)
- AG-C12) Applies computer science theory and software development fundamentals to produce computer-based solutions. (Usage)

# 7. TOPICS

Competences Expected: 1,AG-C07		
Topics	Learning Outcomes	
<ul><li>Characteristics of living organisms.</li><li>Levels of biological organization.</li><li>The scientific method in biology.</li></ul>	<ul> <li>Describe the characteristics of living organisms. [Familiarizarse]</li> <li>Identify the different levels of biological organization [Usar]</li> <li>Apply the scientific method in the context of biology [Evaluar]</li> </ul>	

Unit 2: The Cell (8 hours) Competences Expected: 1,AG-C07		
Topics	Learning Outcomes	
<ul><li>Cell structure: prokaryotes and eukaryotes.</li><li>Cell membranes and transport.</li><li>Cell metabolism: respiration and photosynthesis.</li></ul>	<ul> <li>Compare and contrast prokaryotic and eukaryotic cells. [Familiarizarse]</li> <li>Describe the mechanisms of transport across cell membranes. [Usar]</li> <li>Explain the processes of respiration and photosynthesis. [Evaluar]</li> </ul>	
<b>Readings</b> : [al17], [Rav+17]		

Unit 3: Molecular Genetics (12 hours)		
Competences Expected: 1,AG-C07		
Topics	Learning Outcomes	
<ul> <li>DNA: structure and replication.</li> <li>RNA: transcription and translation.</li> <li>Gene regulation.</li> </ul> Readings : [al17], [Rav+17]	<ul> <li>Describe the structure and replication of DNA. [Familiarizarse]</li> <li>Explain the processes of transcription and translation. [Usar]</li> <li>Understand the mechanisms of gene regulation. [Evaluar]</li> </ul>	

Competences Expected: 1,AG-C07		
Topics	Learning Outcomes	
<ul><li>Theory of evolution by natural selection.</li><li>Evidence of evolution.</li><li>Mechanisms of evolution.</li></ul>	<ul> <li>Explain the theory of evolution by natural selection [Familiarizarse]</li> <li>Describe the evidence of evolution. [Usar]</li> <li>Analyze the different mechanisms of evolution [Evaluar]</li> </ul>	

Unit 5: Biology and Computing (8 hours) Competences Expected: 1,AG-C07,AG-C12		
Topics	Learning Outcomes	
<ul> <li>Bioinformatics: analysis of biological sequences.</li> <li>Computational biology: modeling and simulation of biological systems.</li> <li>Biologically inspired algorithms.</li> </ul>	<ul> <li>Describe applications of bioinformatics. [Familiar- izarse]</li> <li>Explain how computation is used in biology. [Usar]</li> <li>Analyze examples of biologically inspired algorithms. [Evaluar]</li> </ul>	

<b>Readings</b> :	[al17]
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Unit 6: Ecology and Biodiversity (8 hours)	
Competences Expected: 1,AG-C01,AG-C07	
Topics	Learning Outcomes
<ul> <li>Ecological interactions.</li> <li>Biodiversity and conservation.</li> </ul>	<ul> <li>Describe the interactions between organisms and their environment. [Familiarizarse]</li> <li>Explain the importance of biodiversity and conservation. [Usar]</li> <li>Analyze the impact of human activities on biodiversity. [Evaluar]</li> </ul>
<b>Readings</b> : [al17], [Rav+17]	

# 8. WORKPLAN

# 8.1 Methodology

Individual and team participation is encouraged to present their ideas, motivating them with additional points in the different stages of the course evaluation.

### 8.2 Theory Sessions

The theory sessions are held in master classes with activities including active learning and roleplay to allow students to internalize the concepts.

### 8.3 Practical Sessions

The practical sessions are held in class where a series of exercises and/or practical concepts are developed through problem solving, problem solving, specific exercises and/or in application contexts.

#### 9. EVALUATION SYSTEM

\*\*\*\*\*\*\*\* EVALUATION MISSING \*\*\*\*\*\*\*

# **10. BASIC BIBLIOGRAPHY**

- [al17] Lisa A. Urry et al. *Campbell Biology*. Pearson, 2017.
- [Rav+17] Peter H. Raven et al. *Biology*. McGraw-Hill Education, 2017.