

National University of Engineering (UNI)

School of Computer Science Syllabus 2024-II

1. COURSE

CS403. Capstone Project III (Mandatory)

2. GENERAL INFORMATION

2.1 Course : CS403. Capstone Project III

2.2 Semester : 10^{th} Semester.

2.3 Credits : 4

2.4 Horas : 1 HT; 5 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 : CS402. Capstone Project II. (9^{th} Sem)

3. PROFESSORS

Meetings after coordination with the professor

4. INTRODUCTION TO THE COURSE

This course aims at the student to conclude his thesis project.

5. GOALS

- That the student is in the capacity to formally present his thesis project with the theoretical framework and complete bibliographic survey.
- That the student master the state of the art of his area of research.
- The deliverables of this course are:

Avance parcial: Thesis plan progress including motivation and context, problem definition, objectives, schedule of activities up to the final thesis project and the state of the art of the topic addressed.

Final: Complete thesis plan and advancement of Thesis including theoretical framework chapters, related works and preliminary (formal or statistical) results oriented to your thesis topic.

6. COMPETENCES

- 1) Analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions. (Assessment)
- 2) Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline. (Assessment)
- 3) Communicate effectively in a variety of professional contexts.. (Assessment)
- 4) Recognize professional responsabilities and make informed judgments in computing practice based on legal and ethical principles. (Assessment)
- 5) Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline. (Assessment)
- 6) Apply computer science theory and software development fundamentals to produce computing-based solutions. (Assessment)
- 7) Develop computational technology for the well-being of all, contributing with human formation, scientific, technological and professional skills to solve social problems of our community. (Assessment)

7. TOPICS

Unit 1: Thesis project (30 hours) Competences Expected:	
Topics	Learning Outcomes
• Thesis project.	 Description of the format used by the University for the thesis[Evaluar] Conclude the thesis project plan[Evaluar]
	• Present the state of the art thesis topic(50%)[Evaluar]

Unit 2: Thesis progress (30 hours) Competences Expected:	
• Description of the format used by the University for the thesis[Evaluar]	
• Conclude the chapter of the theoretical framework of the Thesis[Evaluar]	
• Complete the chapter on related works(35%)[Evaluar]	
• Plan, develop and present results (formal or statistical) of experiments oriented to your thesis topic (35%)[Evaluar]	

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

- [Ass08] Association for Computing Machinery. *Digital Libray*. http://portal.acm.org/dl.cfm. Association for Computing Machinery, 2008.
- [Cit08] CiteSeer.IST. Scientific Literature Digital Libray. http://citeseer.ist.psu.edu. College of Information Sciences and Technology, Penn State University, 2008.
- [IEE08] IEEE-Computer Society. Digital Libray. http://www.computer.org/publications/dlib. IEEE-Computer Society, 2008.