

# National University of Engineering (UNI)

School of Computer Science Syllabus 2024-II

#### 1. COURSE

CS404. Research Workshop (Mandatory)

#### 2. GENERAL INFORMATION

2.1 Course : CS404. Research Workshop

**2.2 Semester** :  $10^{th}$  Semester.

 2.3 Credits
 : 4

 2.4 Horas
 : 8 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 : CS403. Capstone Project III. (10<sup>th</sup> Sem)

#### 3. PROFESSORS

Meetings after coordination with the professor

### 4. INTRODUCTION TO THE COURSE

This course aims to enable students to complete properly their draft of thesis.

#### 5. GOALS

- That the student completes this course with his thesis elaborated in sufficient quality as for an immediate support.
- That the student formally present the draft dissertation before the authorities of the faculty
- The deliverables of this course are:

**Parcial:** Advancement of the thesis project including in the document: introduction, theoretical framework, state of the art, proposal, analysis and / or experiments and solid bibliography.

**Final:** Full thesis document and ready to support in a period of no more than fifteen days.

## 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

Competences Expected:	
Topics	Learning Outcomes
• Writing and correction of the work of end of career	<ul> <li>Experimental part completed (if appropriate to the project) [Evaluar]</li> <li>Verify that the document complies with the thesi format of the course [Evaluar]</li> <li>Delivery of the completed thesis draft and considered ready for public support (approval requirement) [Evaluar]</li> </ul>

#### 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.