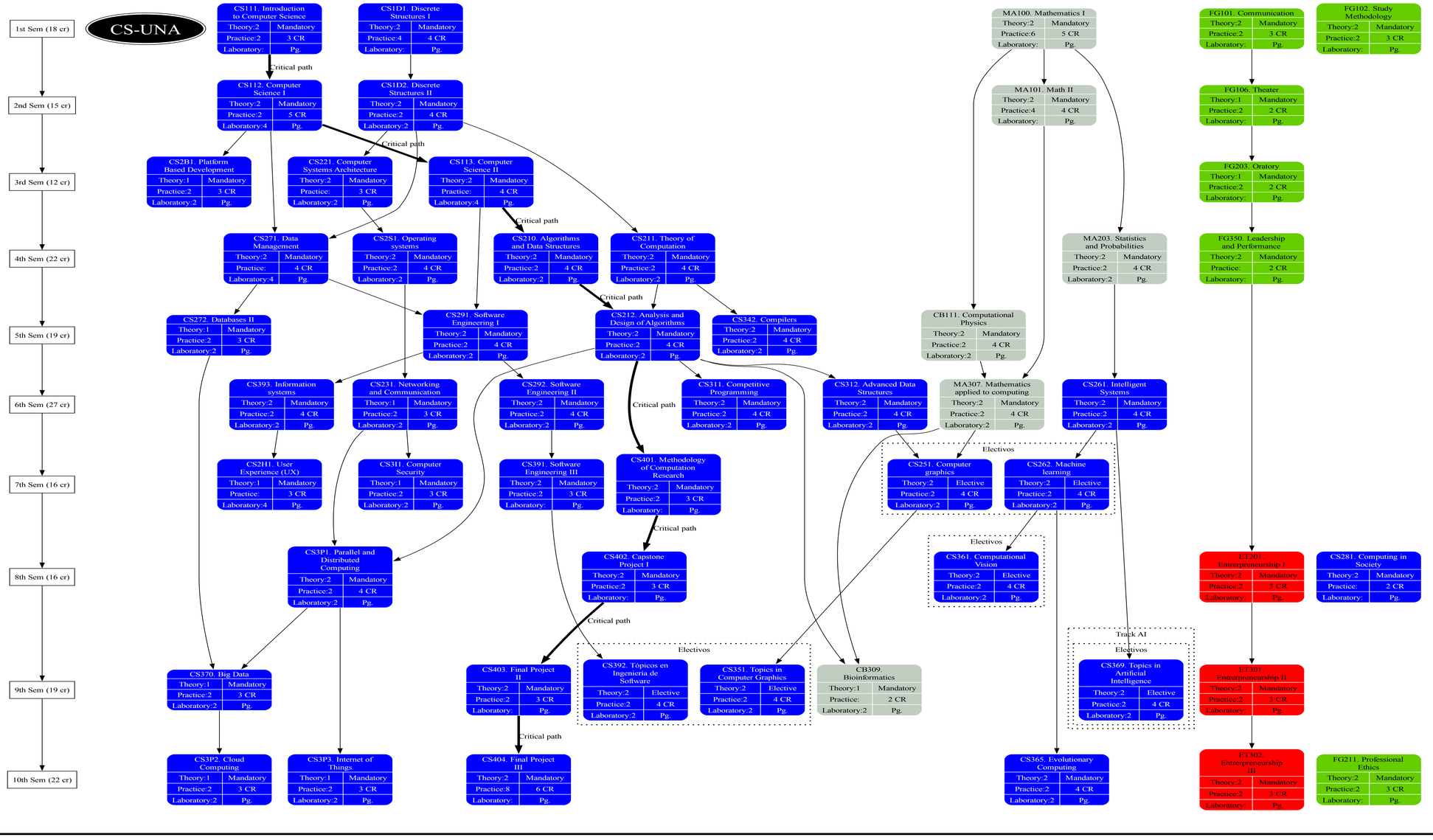
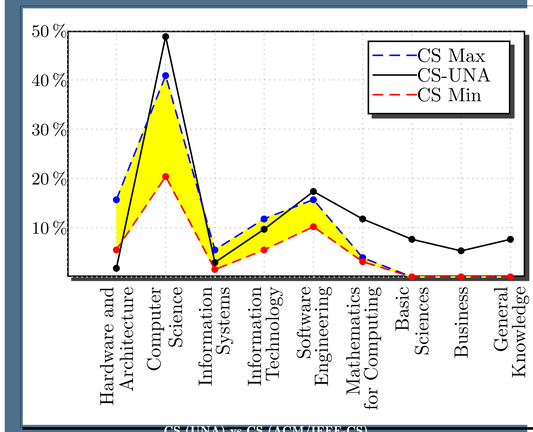
School of Computer Science https://cs.una.edu.pe

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.

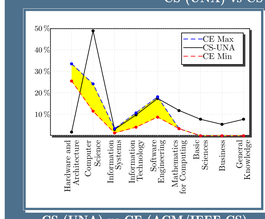
Definition: The professional profile of this professional program can be better understood from figures on the right side. This professional has Computing as the center of his studies. That is, it has computating as an end and not as a means. According to the definition of this area, this professional 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 CS2013 and CC2020, a marked orientation to innovation and human/soft skills.





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



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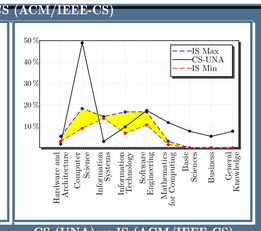

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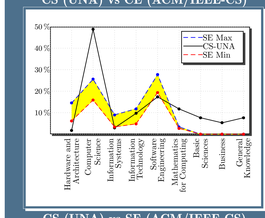

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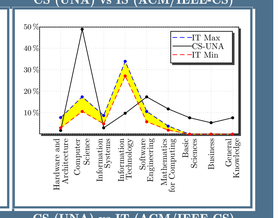
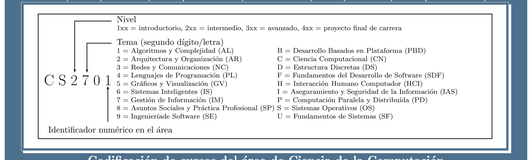
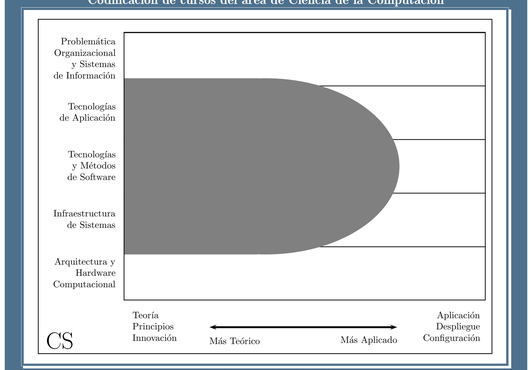


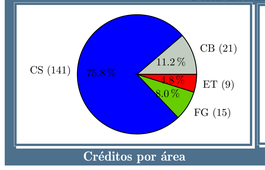
CS (UNA) vs IT (ACM/IEEE-CS)



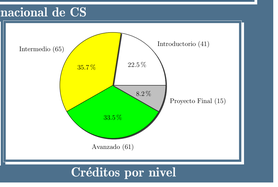
Codificación de cursos del área de Ciencia de la Computación



Perfil internacional de CS



Créditos por área



Créditos por nivel

Skill/Course	First Sem				Second Sem				Third Sem				Fourth Sem					Fifth Sem					Sixth Sem						Seventh Sem							Eighth Sem						Ninth Sem								Tenth Sem			
	CS111	CS1D1	MA100	FG101	FG102	CS112	CS1D2	MA101	FG106	CS2B1	CS221	CS113	FG203	CS271	CS2S1	CS210	CS211	MA203	FG350	CS272	CS291	CS212	CS342	CB111	CS393	CS231	CS292	CS311	CS312	MA307	CS261	ET201	CS281	CS2H1	CS311	CS391	CS401	CS251	CS262	CS3P1	CS402	CS361	CS370	CS403	CS392	CS351	CB309	CS369	CS365	ET301	ET302	FG211
ABET1) 1Short	2	3	3		1	3	1	3		2	2		2	3	3	3	3	3	3	2	3	2	2	2	2	2	2	2	1	1	3	3	2	1		2	3	2	3	2	3	3		2	3		2	2	3			
ABET2) 2Short	2			1	3				2	2				2			2	2	1	2				3	3	3	2				2	3			3	2			3	2			2	3								
ABET3) 3Short			2	2			2	2		2	2		2		2			2						2	2		2			1	2	2		3	2		2		3												
ABET4) 4Short						2			2			2		2	1	2	3					1			1		3		2	3			3				3	2													
ABET5) 5Short			2	2	1		2		2			2		2	2	2	2								2	2					2	2	2		3	2		2		3											
ABET6) 6Short	2	3	3	2	2	2	1	3		3	2		2	3	3	2	3		2	3	3	3	2	2	1	3	2	1	3	2		3	3	3	2		2	2	3	2	3	2		2	3		2	2	3	2		

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.

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/)