

National University of the Altiplano (UNA)

School of Computer Science Syllabus 2024-II

1. COURSE

CS393. Information systems (Mandatory)

2. GENERAL INFORMATION

2.1 Course : CS393. Information systems

2.2 Semester : 6^{th} Semester.

2.3 Credits : 4

2.4 Horas : 2 HT; 4 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 : CS291. Software Engineering I. $(5^{th}$ Sem)

CS291. Software Engineering I. (5^{th} Sem)

3. PROFESSORS

Meetings after coordination with the professor

4. INTRODUCTION TO THE COURSE

Analyze techniques for the correct implementation of scalable, robust, reliable and efficient information systems in organizations.

5. GOALS

• Implement correctly (scalable, robust, reliable and efficient) Information Systems in organizations.

6. COMPETENCES

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6) Apply computer science theory and software development fundamentals to produce computing-based solutions. ()

7. TOPICS

Unit 1: Introduction (15) Competences Expected:		
 Introduction to information management. Software for information management. Technology for information management. 	Correctly apply technology for information management [Evaluar]	
Readings: [Sommerville2010], [Pressman2014], [Kenne	eth17	

Unit 2: Strategy (15)		
Competences Expected:		
Topics	Learning Outcomes	
 Strategy for information management. Strategy for knowledge management Strategy for information system. 	• Apply and evaluate correctly management strategies [Evaluar]	
Readings: [Sommerville2010], [Pressman2014]		

Unit 3: Implementation (15)		
Competences Expected:		
Topics	Learning Outcomes	
 Management Information Systems Development. Change management Information Architecture 	• Implement and correctly evaluate implementation strategies [Evaluar]	
Readings: [Sommerville2010], [Pressman2014]		

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