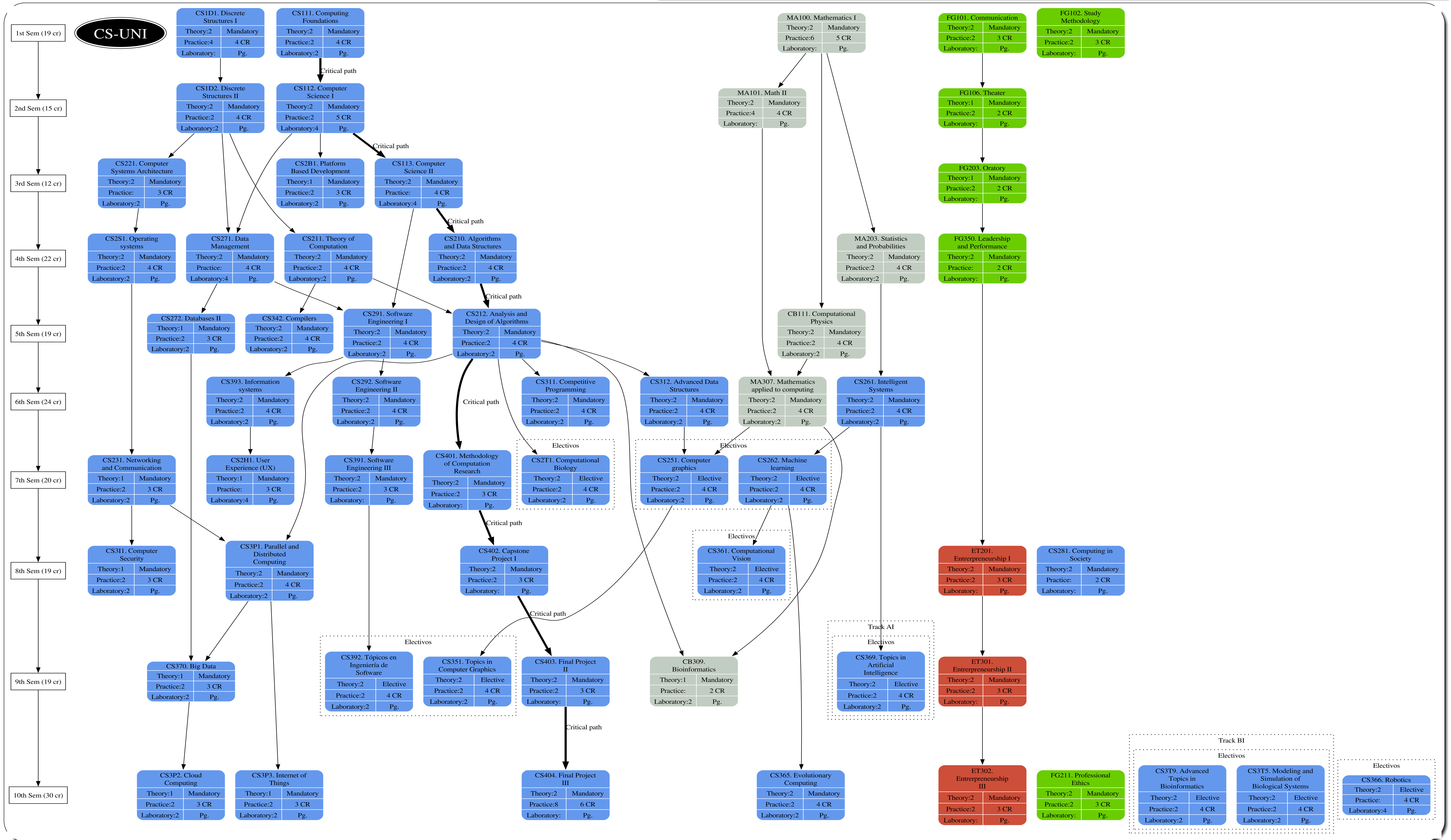
School of Computer Science http://www.spc.org.pe

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.

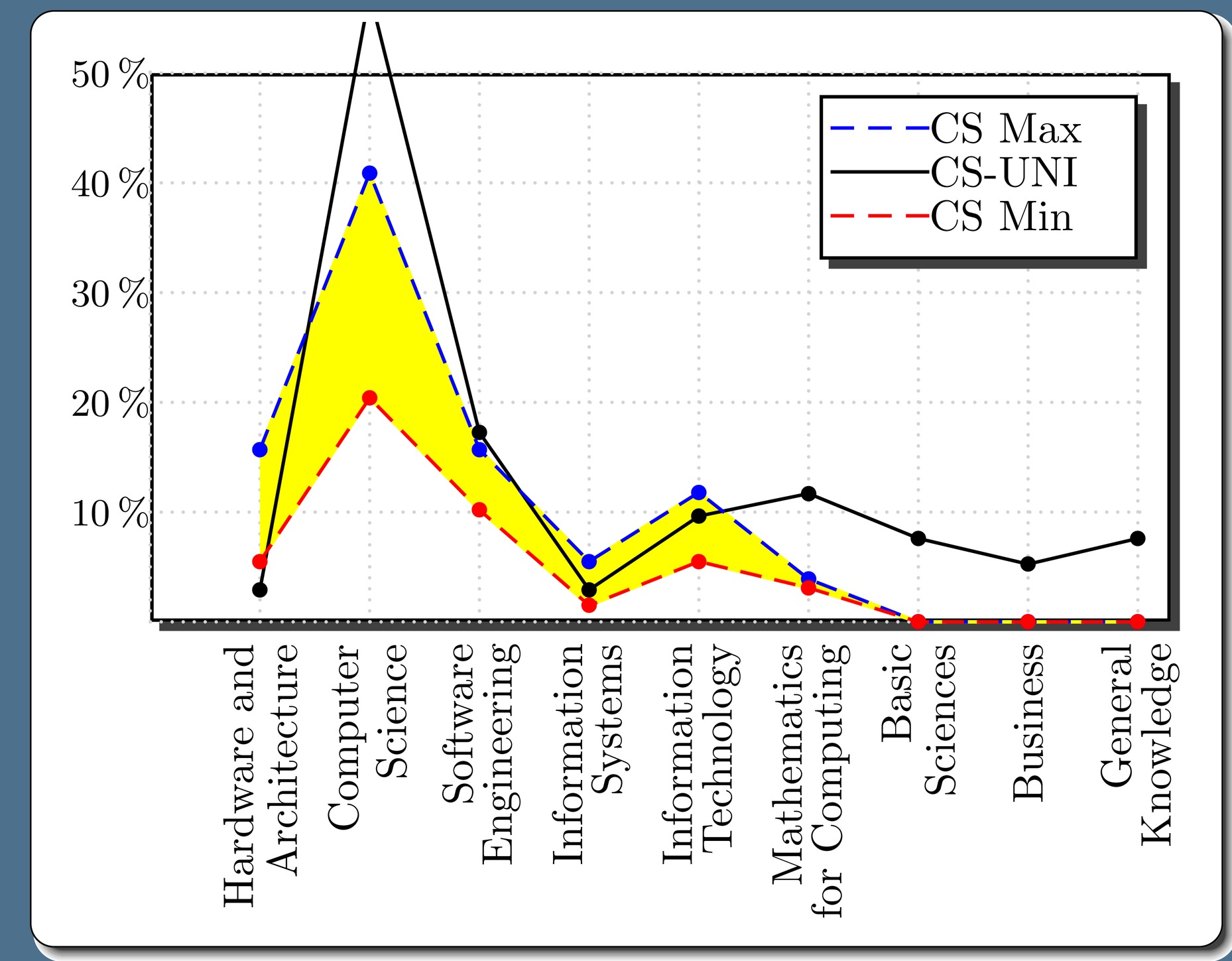
Definition: The professional profile of this professional program can be better understood from figures on the right side. This professional has Computing as the center of his studies. That is, it has computating as an end and not as a means. According to the definition of this area, this professional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

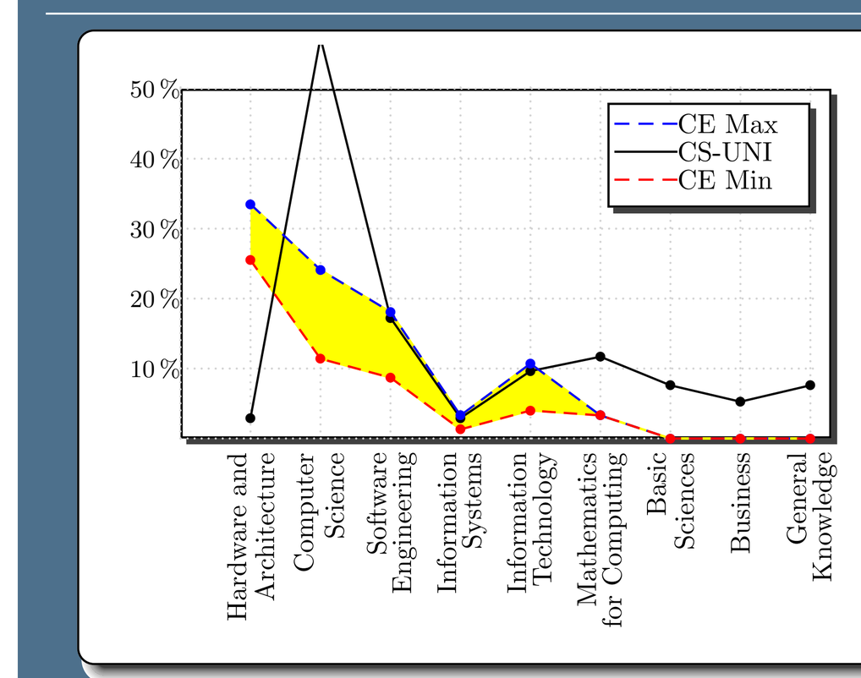


Skill/Course	CS111 (First Sem)	CS1D1	MA100	FG101	FG102	CS112 (Second Sem)	CS1D2	MA101	FG106	CS113 (Third Sem)	CS221	CS2B1	FG203	CS210 (Fourth Sem)	CS211	CS271	CS2S1	MA203	FG350	CS212 (Fifth Sem)	CS272	CS291	CS342	CB111
1)Analyze a complex computing problem and to apply principles of computing and other relevant disciplines.	2	3	3		1	3	1	3		2	2			2	3	3	3	3		3	3	2	3	2
2)Design, implement and evaluate a computing-based solution.	2				1	3						2		2								2		
3)Communicate effectively in a variety of professional contexts.				2	2				2	2		2	2			2			2			2		
4)Recognize professional responsabilities and make informed judgments.									2				2			2	1		2		3			
5)Function effectively as a member or leader of a team .				2	2	1				2		2				2	2		2	2				
6)Apply computer science theory and software development fundamentals.	2	3	3	2	2	2	1	3			3	2		2	3	3	2	3		2	3	3	3	2
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				2	1				2			2	2			2	3		2		3			

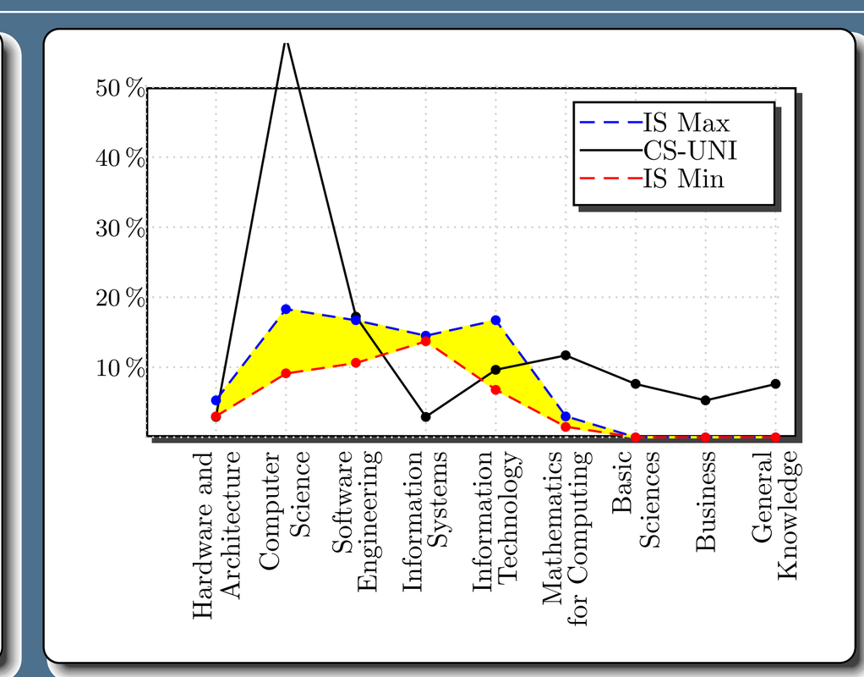
Skill/Course	CS261 (Sixth Sem)	CS292	CS311	CS312	CS393	MA307	CS231 (Seventh Sem)	CS2H1	CS391	CS401	CS251	CS262	CS2T1	CS281 (Eighth Sem)	CS3I1	CS3P1	CS402	ET201	CS361	CS370 (Ninth Sem)	CS403	CB309	ET301	CS369	CS351	CS392	CS365 (Tenth Sem)	CS3P2	CS3P3	CS404	FG211	ET302	CS3T5	CS3T9	CS366
1)	2	2	2	2		2	2	1	3	3	2	1	1		3	2	3	2	3	2	3	3			2	3		2	2	3					
2)		2		1	2		2	3	3	2					3		2	3			3	2				3			2	3					
3)		2						2	2	2				1			2	2			3		2			2				3					
4)							1	1		3				2			3				3									3	2				
5)	1							2	2	2					2		2	2	2		3		2			2				3					
6)	1	3	2	1	3	2	2		3	3	2			2	3	2	3	2	3	2	3	2			2	3		2	2	3	2				
7)							3	1	3	2				2	3		2	3			3	2	3			3				3	2				



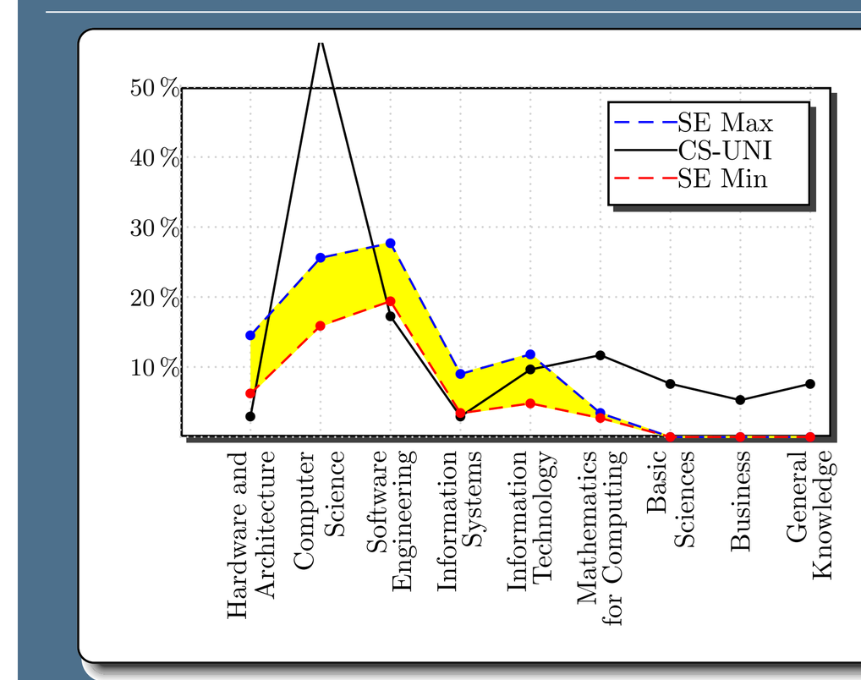
CS (UNI) vs CS (ACM/IEEE-CS)



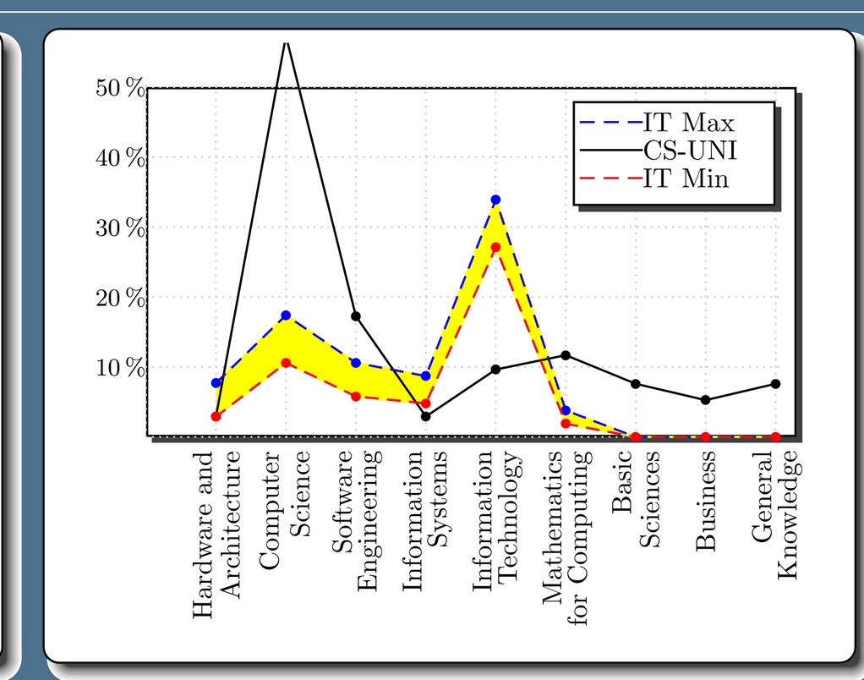
CS (UNI) vs CE (ACM/IEEE-CS)



CS (UNI) vs IS (ACM/IEEE-CS)



CS (UNI) vs SE (ACM/IEEE-CS)



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

C S 2 7 0 1

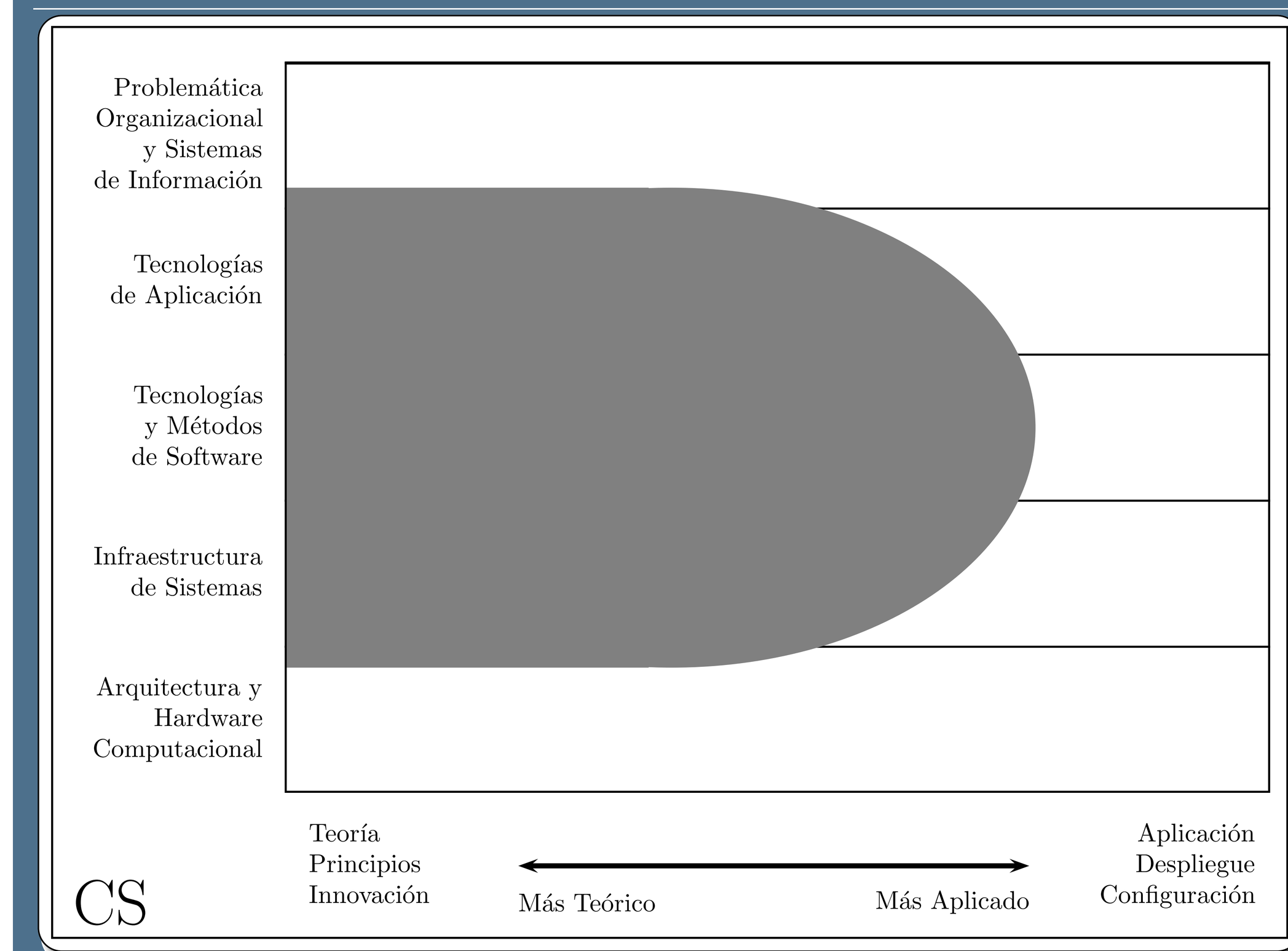
Nivel
1xx = introductorio, 2xx = intermedio, 3xx = avanzado, 4xx = proyecto final de carrera

Tema (segundo dígito/letra)

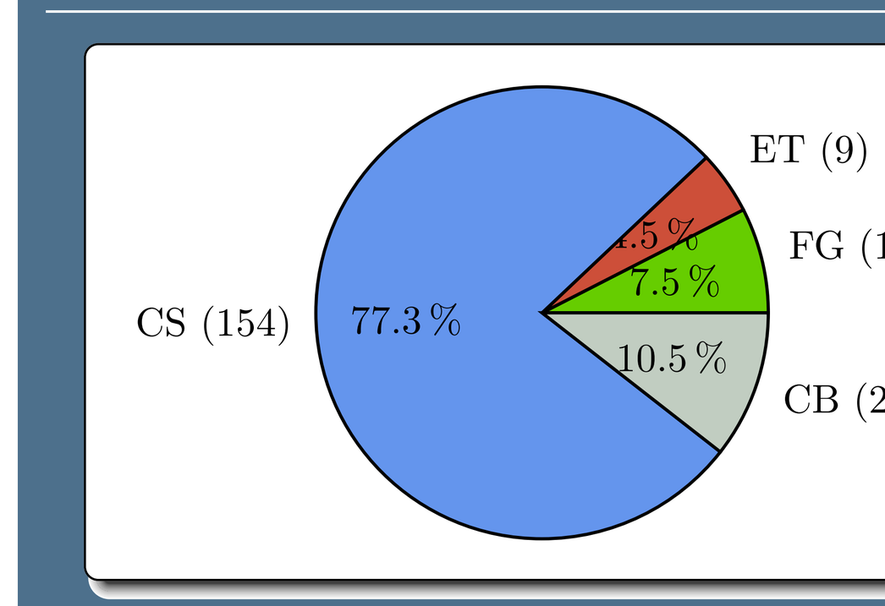
1 = Algoritmos y Complejidad (AL)	B = Desarrollo Basados en Plataforma (PBD)
2 = Arquitectura y Organización (AR)	C = Ciencia Computacional (CN)
3 = Redes y Comunicaciones (NC)	D = Estructura Discretas (DS)
4 = Lenguajes de Programación (PL)	F = Fundamentos del Desarrollo de Software (SDF)
5 = Gráficos y Visualización (GV)	H = Interacción Humano Computador (HCI)
6 = Sistemas Inteligentes (IS)	I = Aseguramiento y Seguridad de la Información (IAS)
7 = Gestión de Información (IM)	P = Computación Paralela y Distribuída (PD)
8 = Asuntos Sociales y Práctica Profesional (SP)	S = Sistemas Operativos (OS)
9 = Ingenieríade Software (SE)	U = Fundamentos de Sistemas (SF)

Identificador numérico en el área

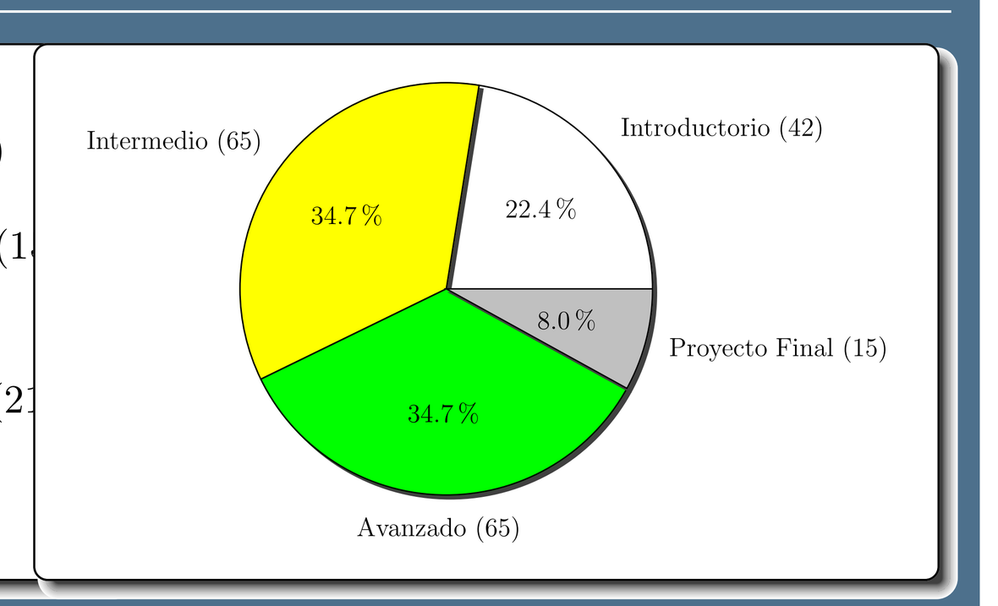
Codificación de cursos del área de Ciencia de la Computación



Perfil internacional de CS



Créditos por área



Créditos por nivel

Educational Objectives

After five years of graduation of our school, our professionals must be able to:

1. Meet and exceed the work expectations defined by the work environment.
2. Perform as a member or leader of a specialized and multidisciplinary work team.
3. Propose solutions to the work context, where he/she works, based on the implementation or improvement of the state of the art in Computer Science and related areas.
4. Effectively communicate technological proposals to people of different levels of knowledge and different social environments.
5. Update and adapt to new computational knowledge and different labor environments, autonomously or by means of complementary studies.
6. Demonstrate a clear understanding of the consequences arising from technological creations in aspects such as: social, ethical, human, moral, legal, environmental, economic,among others.

Definición de Objetivos de Aprendizaje (*Learning Outcomes*)

Nivel 1 Familiarizarse (*Familiarity*): El estudiante **entiende** lo que un concepto es o qué significa. Este nivel de dominio **se refiere a un conocimiento básico** de un concepto en lugar de esperar instalación real con su aplicación. Proporciona una respuesta a la pregunta: **¿Qué sabe usted de esto?**

Nivel 2 Usar (*Usage*): El alumno es capaz de **utilizar o aplicar** un concepto de una manera concreta. El uso de un concepto puede incluir, por ejemplo, apropiadamente usando un concepto específico en un programa, utilizando una técnica de prueba en particular, o la realización de un análisis particular. Proporciona una respuesta a la pregunta: **¿Qué sabes de cómo hacerlo?**

Nivel 3 Evaluar (*Assessment*): El alumno es capaz de **considerar un concepto de múltiples puntos de vista** y/o **justificar la selección de un determinado enfoque** para resolver un problema. Este nivel de dominio implica más que el uso de un concepto; se trata de la posibilidad de seleccionar un enfoque adecuado de las alternativas entendidas. Proporciona una respuesta a la pregunta: **¿Por qué hiciste eso?**

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/)