National University of Engineering (UNI)
School of Computer Science
Syllabus 2026-I

1. COURSE
CS400FCCS. Pre-professional internships (Mandatory)

2. GENERAL INFORMATION
2.1 Course	:	CS400FCCS. Pre-professional internships
2.2 Semester	:	9th Semester
2.3 Credits	:	2
2.4 Horas	:	1 HT; 2 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	:	110Cr

3. PROFESSORS

Meetings after coordination with the professor

4. INTRODUCTION TO THE COURSE
This course enables students to apply knowledge acquired during their academic training in a real work environment, under the supervision of a company and the university. Professional internships are essential to develop technical, ethical, and teamwork competencies, ensuring students gain hands-on experience in projects related to Computing.

5. GOALS

- Evaluate student performance in a real work environment, applying Computing principles.

- Develop professional, ethical, and teamwork skills in an industry setting.

- Ensure internship activities align with the program's learning outcomes.

6. COMPETENCES

1) Analyze a complex computing problem and apply principles of computing and other relevant disciplines to identify solutions. (Assessment)

AG-C08) Problem Analysis: Identifies, formulates, and analyzes complex computing problems. (Assessment)

3) Communicate effectively in a variety of professional contexts.. (Assessment)

AG-C04) Communication: Communicates effectively in complex computing activities. (Assessment)

4) Recognize professional responsabilities and make informed judgments in computing practice based on legal and ethical principles. (Usage)

AG-C02) Ethics: Applies ethical principles and commits to professional ethics and standards of computing practice. (Usage)

AG-C06) Lifelong Learning: Recognizes the importance of continuous learning and adapting to new technologies. (Usage)

7. TOPICS

Unit 1: Performance Evaluation in Professional Settings (48 hours)	
Competences Expected: 4,AG-C02	
Topics	**Learning Outcomes**
- Integration into a professional work team. - Application of technical skills in real-world projects. - Assessment of ethical and professional conduct. - Reporting and feedback from the company and university.	- Demonstrate technical skills in a professional environment [Evaluar (*Assessment*)]. - Apply ethical and professional principles in their work [Evaluar (*Assessment*)]. - Collaborate effectively in teams and communicate professionally [Evaluar (*Assessment*)].
Readings : [Edu22], [Soc21]	

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

[Soc21] IEEE Computer Society. *Prácticas Profesionales en Computación: Ética y Gestión*. Manual de buenas prácticas para entornos laborales en TI. IEEE Press, 2021.

[Edu22] Comité de Educación de la ACM. *Guía para Prácticas Pre-profesionales Exitosas en Ciencia de la Computación*. Tech. rep. Documento oficial con estándares para prácticas en computación. Association for Computing Machinery, 2022. URL: https://www.acm.org/education.