

# National University of Engineering (UNI)

School of Computer Science Syllabus 2026-I

#### 1. COURSE

CS401. Research Methodology (Mandatory)

## 2. GENERAL INFORMATION

**2.1 Course** : CS401. Research Methodology

**2.2 Semester** :  $4^{th}$  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 : CS100-CS2023. Introduction to Computer Science. (2<sup>nd</sup> Sem)

#### 3. PROFESSORS

Meetings after coordination with the professor

#### 4. INTRODUCTION TO THE COURSE

This course aims to teach students how to conduct scientific research in the field of computer science. The course instructors will determine a specific study area for each student and provide relevant bibliography for analysis. Based on this and additional bibliographic sources (researched by the student), the student should be able to construct a survey-type article on the assigned topic.

#### 5. GOALS

- To teach students how to initiate scientific research in the field of computer science.
- To familiarize students with the main sources for obtaining relevant bibliography for research work in computer science: Researchindex, IEEE-CS<sup>1</sup>, ACM<sup>2</sup>.
- To enable students to analyze existing proposals on a specific topic and relate them coherently in a literature review.
- To enable students to write technical documents in computer science using LATEX.
- To enable students to reproduce existing results in a specific topic through experimentation.
- The deliverables for this course are:

Partial Progress: Mastery of the article topic and preliminary bibliography in IATEXarticle format.

**Final:** Understanding of the survey-type article, completed document containing, optionally, experimental results of the studied technique(s).

## 6. COMPETENCES

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

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

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)

<sup>&</sup>lt;sup>1</sup>http://www.computer.org

<sup>&</sup>lt;sup>2</sup>http://www.acm.org

- AG-C10) Investigation: Studies complex computing problems using information science methods. (Assessment)
- 3) Communicate effectively in a variety of professional contexts.. (Usage)
- AG-C04) Communication: Communicates effectively in complex computing activities. (Usage)
- 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)

#### 7. TOPICS

Unit 1: Scientific Initiation in Computer Science (48 hours)	
Competences Expected: 1,3,4,7,AG-C02,AG-C04,AG-C10	
Topics	Learning Outcomes
Bibliographic search in computer science.      Writing technical articles in computer science.    Dealing   [ACM08]   [Cit08]	<ul> <li>Learn how to conduct proper research in the field of computer science[Usar]</li> <li>Know the appropriate bibliographic sources for this field[Usar]</li> <li>Know how to write a document according to the characteristics required by conferences in this field[Usar]</li> </ul>
<b>Readings</b> : [IEE08], [ACM08], [Cit08]	

## 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

- [ACM08] ACM. 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.