



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

1. COURSE

EX301. Extracurricular Activities (Mandatory)

2. GENERAL INFORMATION

2.1 Course	: EX301. Extracurricular Activities
2.2 Semester	: 8 th Semester.
2.3 Credits	: 2
2.4 Hours	: 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 Prerequisites	: None

3. PROFESSORS

Meetings after coordination with the professor

4. INTRODUCTION TO THE COURSE

This course records the student's participation in activities that complement their academic training, such as workshops, conferences, social outreach, volunteering, or technical skills. Its objective is to promote comprehensive development, soft skills, and social commitment.

5. GOALS

- Participate in activities that complement their professional training.
- Develop communication and teamwork skills.
- Contribute to initiatives with a social or technical impact.

6. COMPETENCES

AG-C01) The Professional and the World: Analyzes and evaluates the impact of solutions to complex computing problems on the sustainable development of society. (Familiarity)

AG-C06) Life-long Learning: Recognizes the importance of continuous learning and adaptation to new technologies. (Familiarity)

7. TOPICS

Unit 1: Extracurricular Activities (48 hours)	
Competences Expected: AG-C01,AG-C06	
Topics	Learning Outcomes
• Technical or interdisciplinary workshops. • Attendance at conferences, seminars, or talks. • Social outreach (volunteering, mentoring). • Academic skills (hackathons, science fairs).	• Demonstrate participation in at least three activities [Familiarity]. • Prepare reflective reports on experiences [Usage]. • Collaborate in teams for social or technical projects [Evaluar].
Readings : [ACM], [ABE]	

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

[ABE] ABET. *ABET Criteria for Student Professional Development*. Tech. rep.

[ACM] ACM. *Guidelines for Extracurricular Activities in Computing*. Tech. rep.