



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

1. COURSE

FG001. General Elective (Mandatory)

2. GENERAL INFORMATION

2.1 Course	: FG001. General Elective
2.2 Semester	: 1 st Semester.
2.3 Credits	: 3
2.4 Hours	: 2 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

General Education Elective

5. GOALS

- General Education Elective courses.

6. COMPETENCES

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

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

7. TOPICS

Unit 1: First Unit (48 hours)	
Competences Expected: AG-C02,AG-C04	
Topics	Learning Outcomes
• General Education Elective courses.	• Develop skills and knowledge from courses outside their technical training in the degree program [Usar].
Readings : [Rob04]	

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

[Rob04] Stephen Robbins. *Comportamiento Organizacional*. México, Pearson Educación, 2004.