NATIONAL UNIVERSITY OF SAN MARCOS

FACULTY OF MATHEMATICAL SCIENCES

SYLLABUS

1. GENERAL INFORMATION

1.1 Course name	:	Pre-professional internships
1.2 Code	:	CS400
1.3 Academic Program	:	Scientific Computing
1.4 Credits	:	3
1.5 Prerrequisites	:	110Cr
1.6 Type of Course	:	Mandatory
1.7 Area of Studies	:	Estudios Generales
1.8 Number of Weeks	:	16
1.9 Hours per week	:	1 HT; 4 HP;
1.10 Cycle	:	I
1.11 Learning modality	:	Face to face
1.12 Academic Period	:	2026-I
1.13 Semester Start Date	:	
1.14 Semester End Date	:	

2. PROFESSORS

Meetings after coordination with the professor

3. INTRODUCTION TO THE COURSE

This course allows students to apply the knowledge acquired during their academic training in a real work environment, under the supervision of a company and the university. Pre-professional internships are essential to develop professional, ethical, and technical competencies, ensuring that the student gains experience in projects related to the degree program.

4. GOALS

- Evaluate student performance in a real work environment, applying Computer Science knowledge.
- Develop professional, ethical, and teamwork skills in a business context.
- Ensure that the activities performed are aligned with the degree program objectives.

5. COMPETENCES

No items for this table

6. TOPICS

Unit 1: Performance Evaluation in Work Environment (48 hours)	
Competences Expected:	
Topics	**Learning Outcomes**
• Student integration into a professional work team. • Application of technical knowledge in real projects. • Evaluation of ethical and professional competencies in the work environment. • Presentation of reports and feedback from the company and university.	• Demonstrate technical skills in a real work environment [Evaluar]. • Apply ethical and professional principles in their activities [Evaluar]. • Work effectively in teams and communicate professionally [Evaluar].
Readings : [**ACMInternshipGuide**], [**IEEEProfessionalPractices**]	

7. WORKPLAN

7.1 Methodology

Individual and team participation is encouraged to present their ideas, motivating them with additional points in the different stages of the course evaluation.

7.2 Theory Sessions

The theory sessions are held in master classes with activities including active learning and roleplay to allow students to internalize the concepts.

7.3 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.

8. EVALUATION SYSTEM

********* EVALUATION MISSING ********

9. BASIC BIBLIOGRAPHY