

Course Syllabi

1. TICS-00055 PRE-PROFFESIONAL PRACTICES

2. 240 credits hours.

3. Bibliography

- LA RESPONSABILIDAD SOCIAL DE LA IES: VINCULACIÓN UNIVERSIDAD-COMUNIDAD A TRAVÉS DEL PLAN NACIONAL DEL BUEN VIVIR, Cevallos, C. F. V., Cevallos, C. G. C., Barahona, C. A. Z., Zavala, J. H. M., Pincay, D. E. Á., & Plúa, C. R. C., 2017

4. Specific Course Information

- a. Students will work and develop in practical environments of the profession, collaborating/executing activities related to the professional work of the Career. All this will be done through the coordination of the tutor responsible both of the university and the cooperating institution, carrying out previously established and programmed activities, for which they will be responsible for their execution and information of progress over the corresponding academic period.
- b. Prerequisites:
 - MAES-00130 LINEAR SYSTEMS AND SIGNALS
 - MAES-00128 NUMERICAL METHODS
 - TICS-00035 DATABASES I: DESIGN AND PRINCIPLES
 - TICS-00050 PROGRAMMING LANGUAGES
 - TICS-00054 COMMUNITY SERVICE PRACTICES
 - MAES-00123 OPERATIONS RESEARCH
 - TICS-00053 COMPUTER ORGANIZATION AND ARCHITECTURE

5. Learning Objectives of the Course

- a. Generate in the student the ability to put into practice what has been learned in the Career and allow its development in a real and practical environment.
 - Generate spaces for the professional praxis of the future professional.
 - Develop skills in real working environments.
 - Complement the academic training of the future professional addressing problems and seeking solutions on a practical level.
- b. Learning Outcomes
 - Formulates and proposes solutions through models that describe the behavior and operation of processes in different areas of knowledge, in which it investigates, analyzes, designs, proposes and develops different types of computational solutions
 - Participates in research projects related to the disciplines of computing
 - It applies the logical foundations in computer science projects in terms of providing solutions for modelling and abstraction of real-world problems to design systems, components or processes that meet the needs of society.
 - Manages large volumes of data, considering functional and non-functional requirements as well as the proper use of modelling and development methodologies, to devise new ways to use the computer sciences

6. Course Topics

- Unity 1 introduction to assignment
- Unit 2: implementation of business-level activities

- Unity 3: follow-up - monitory