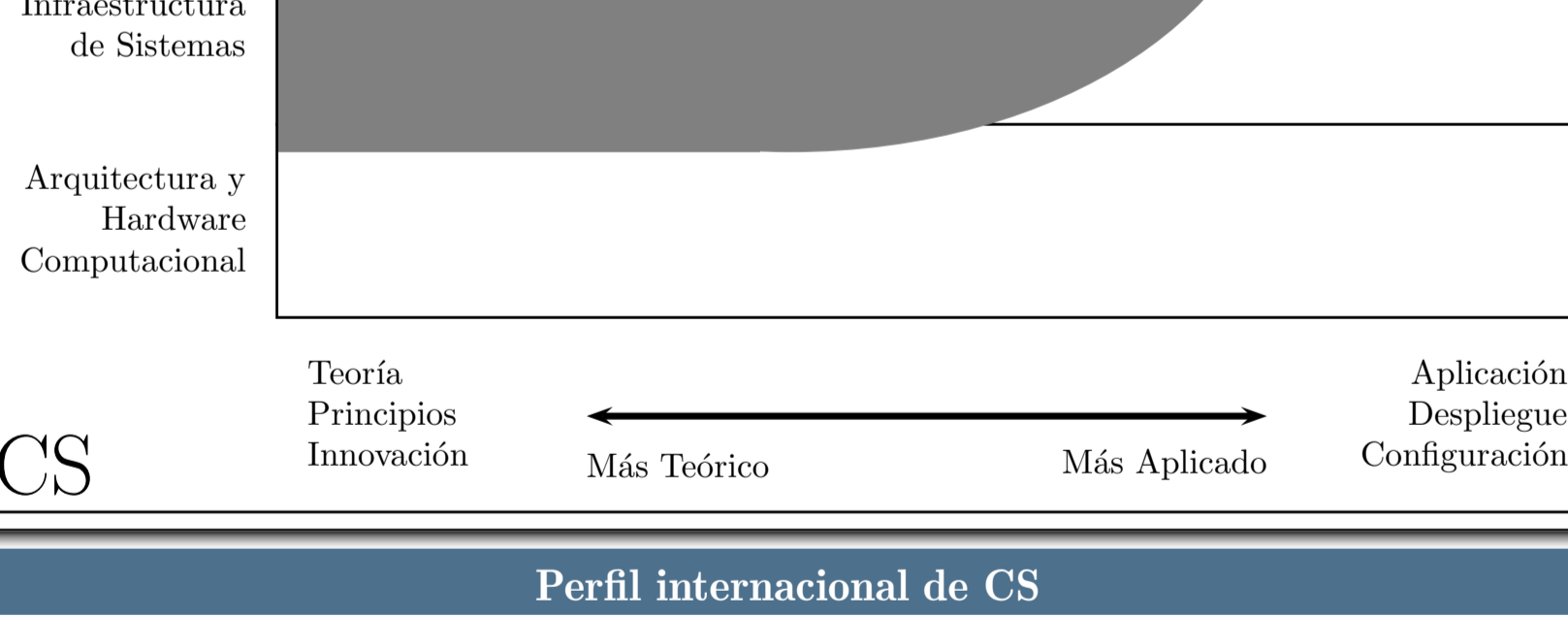
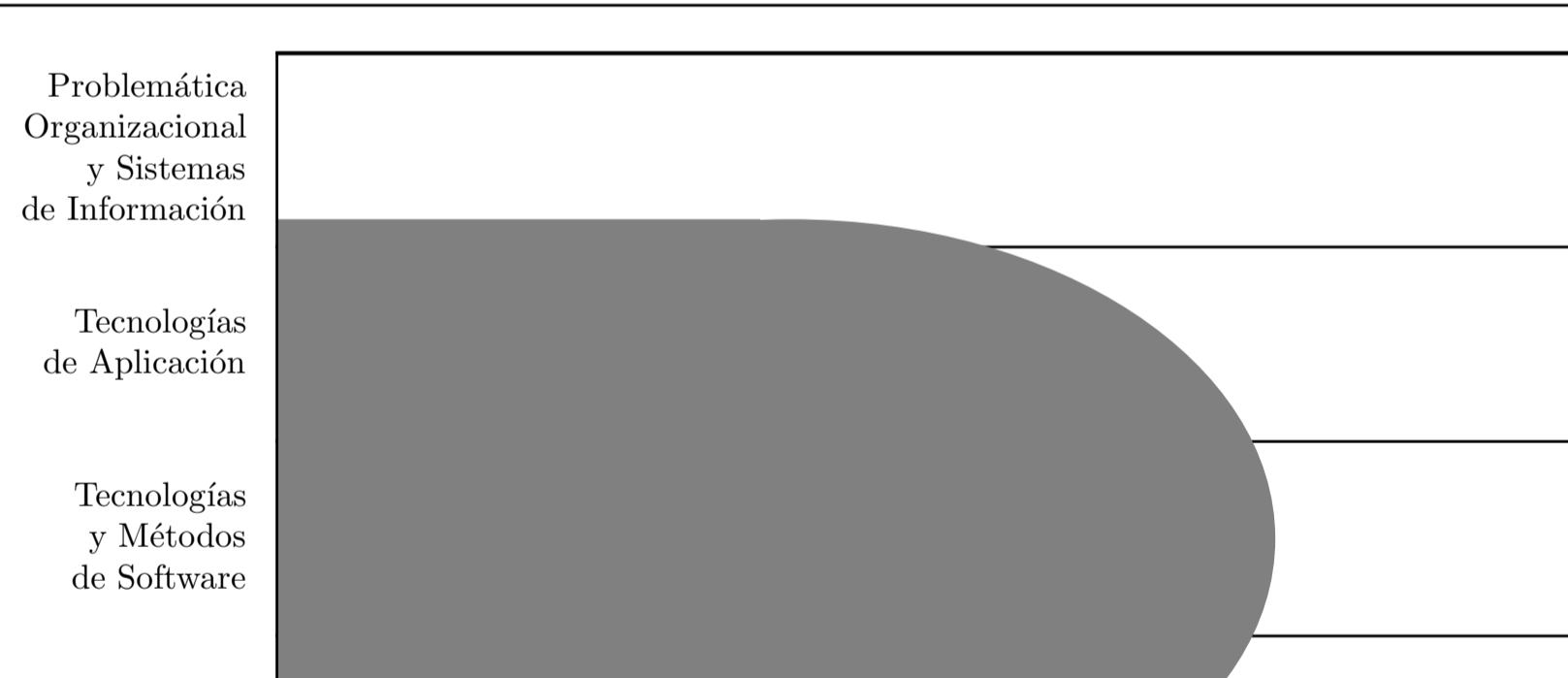
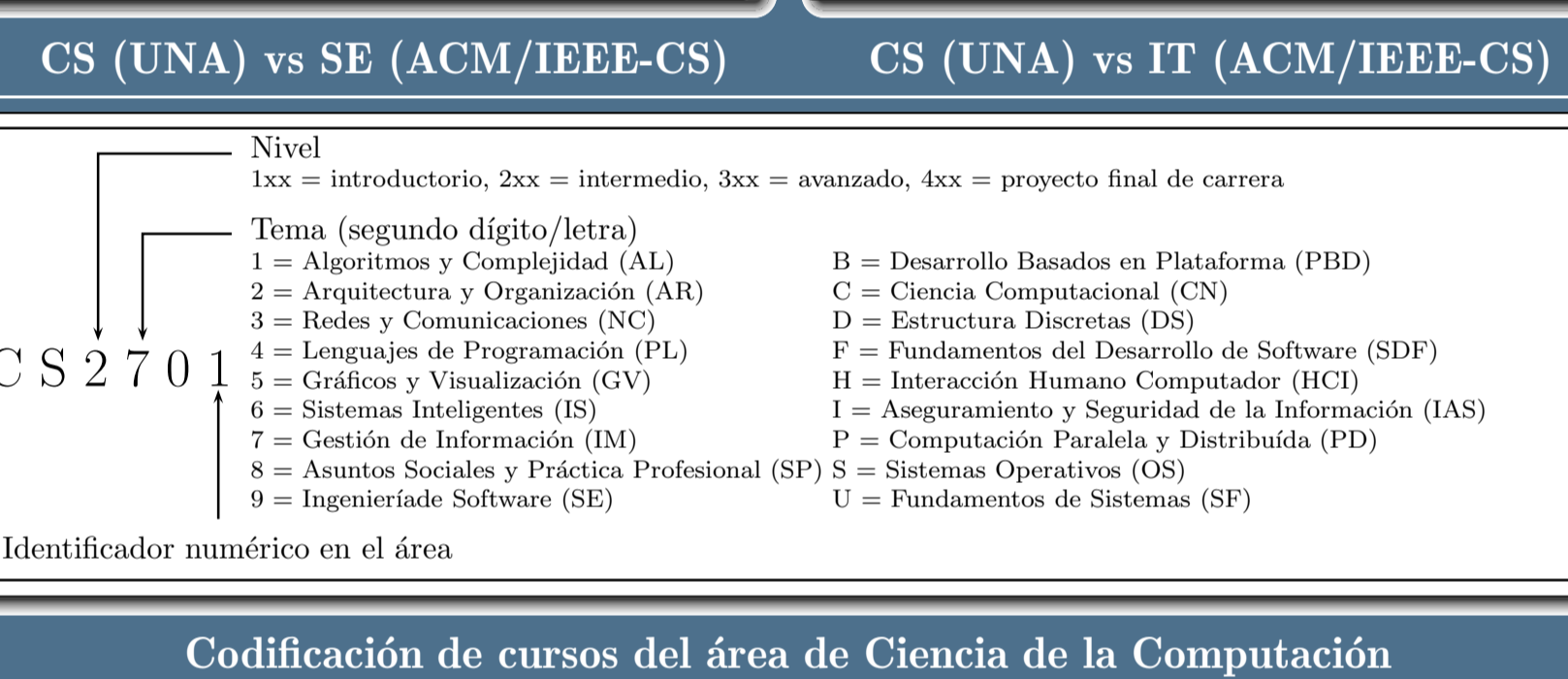
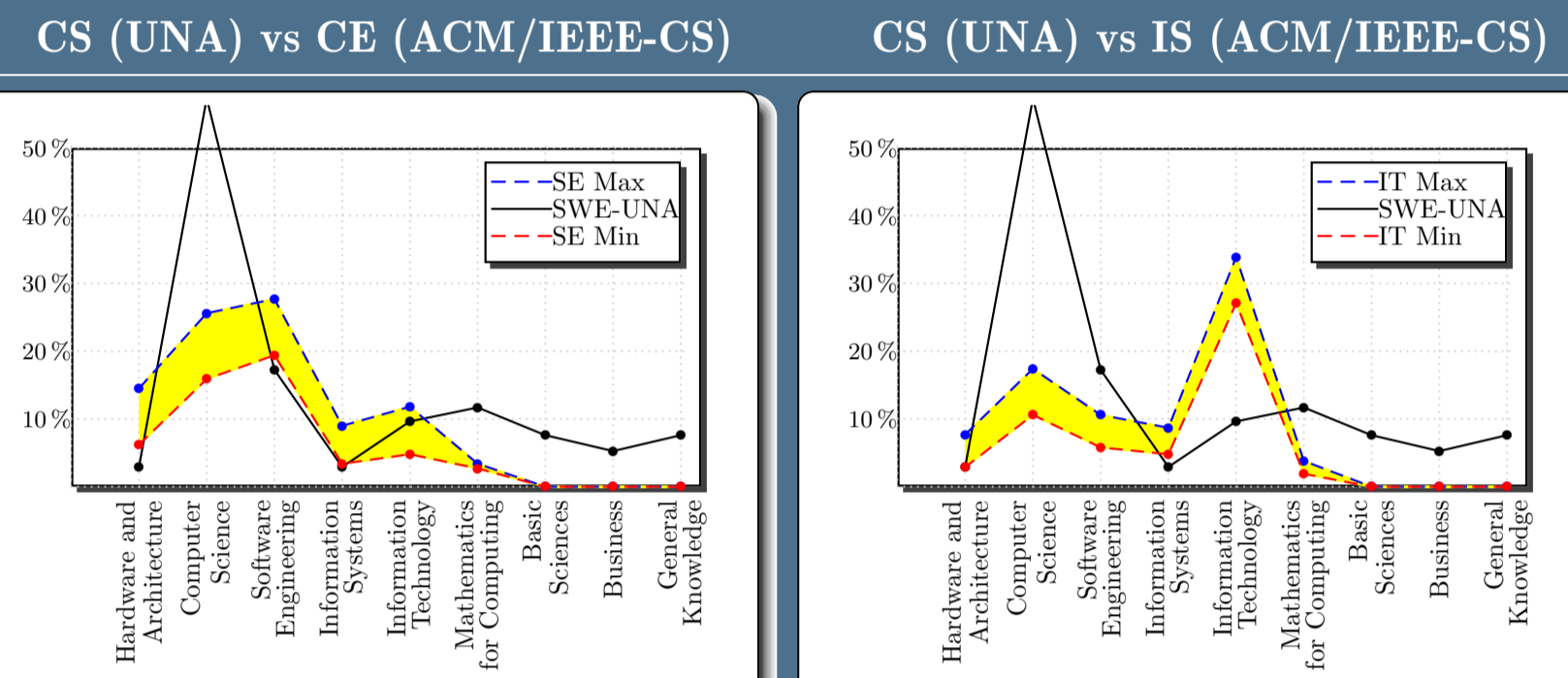
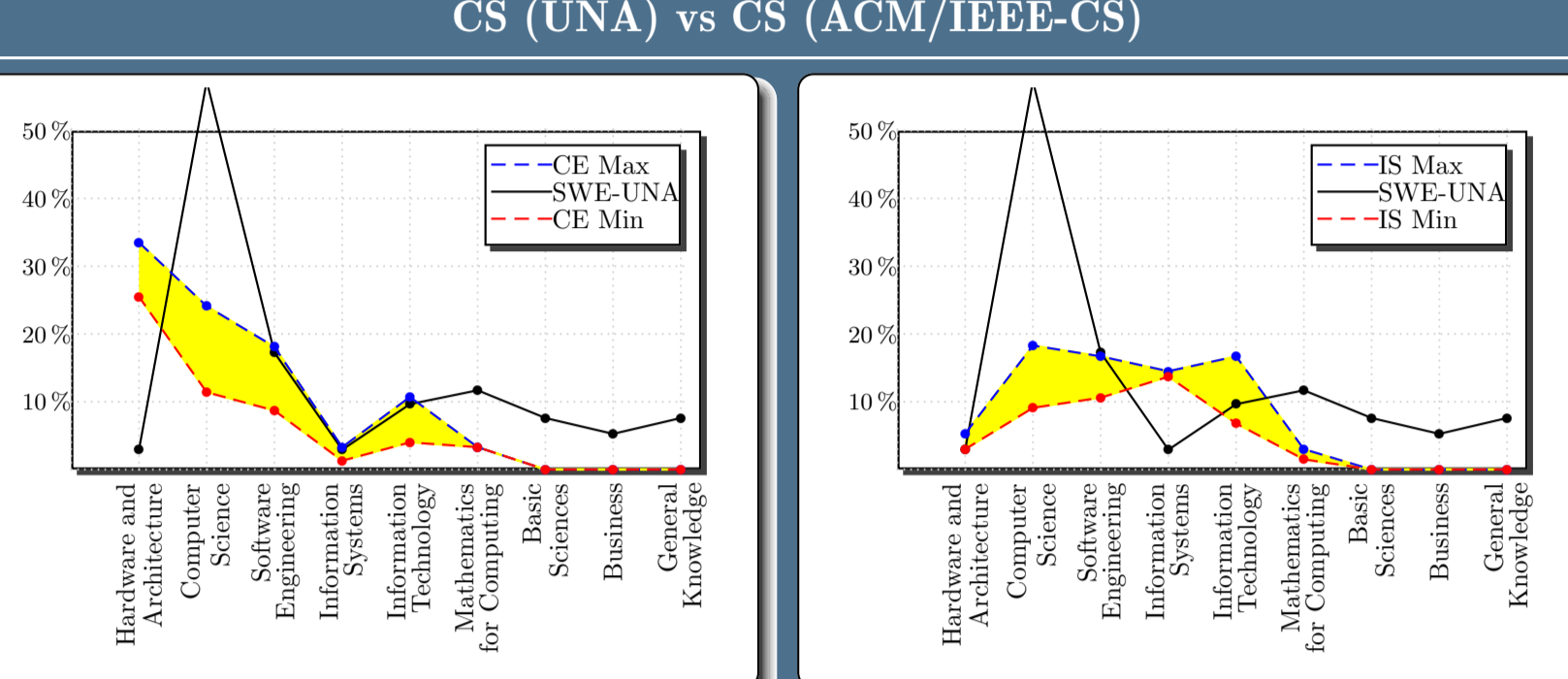
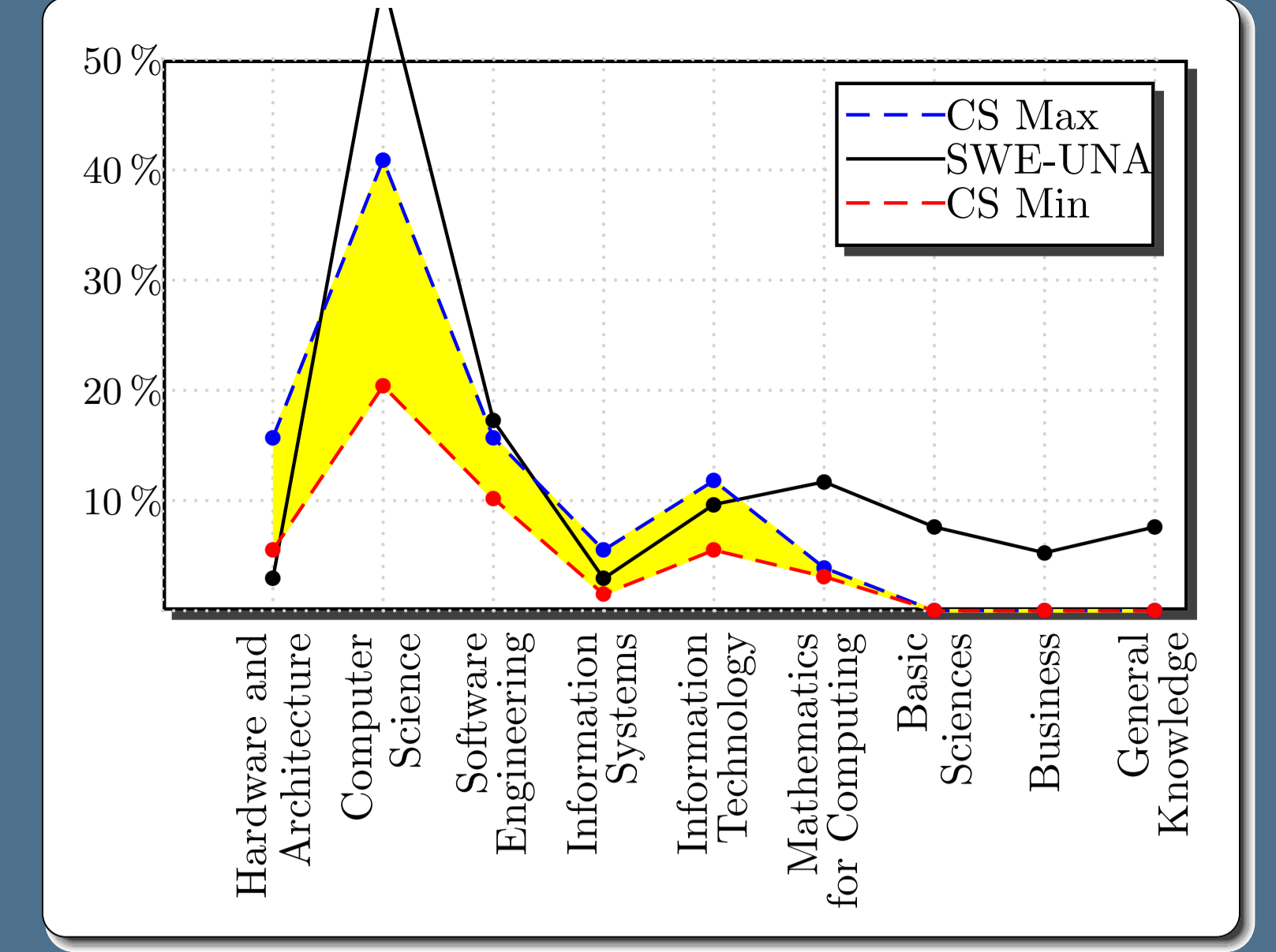
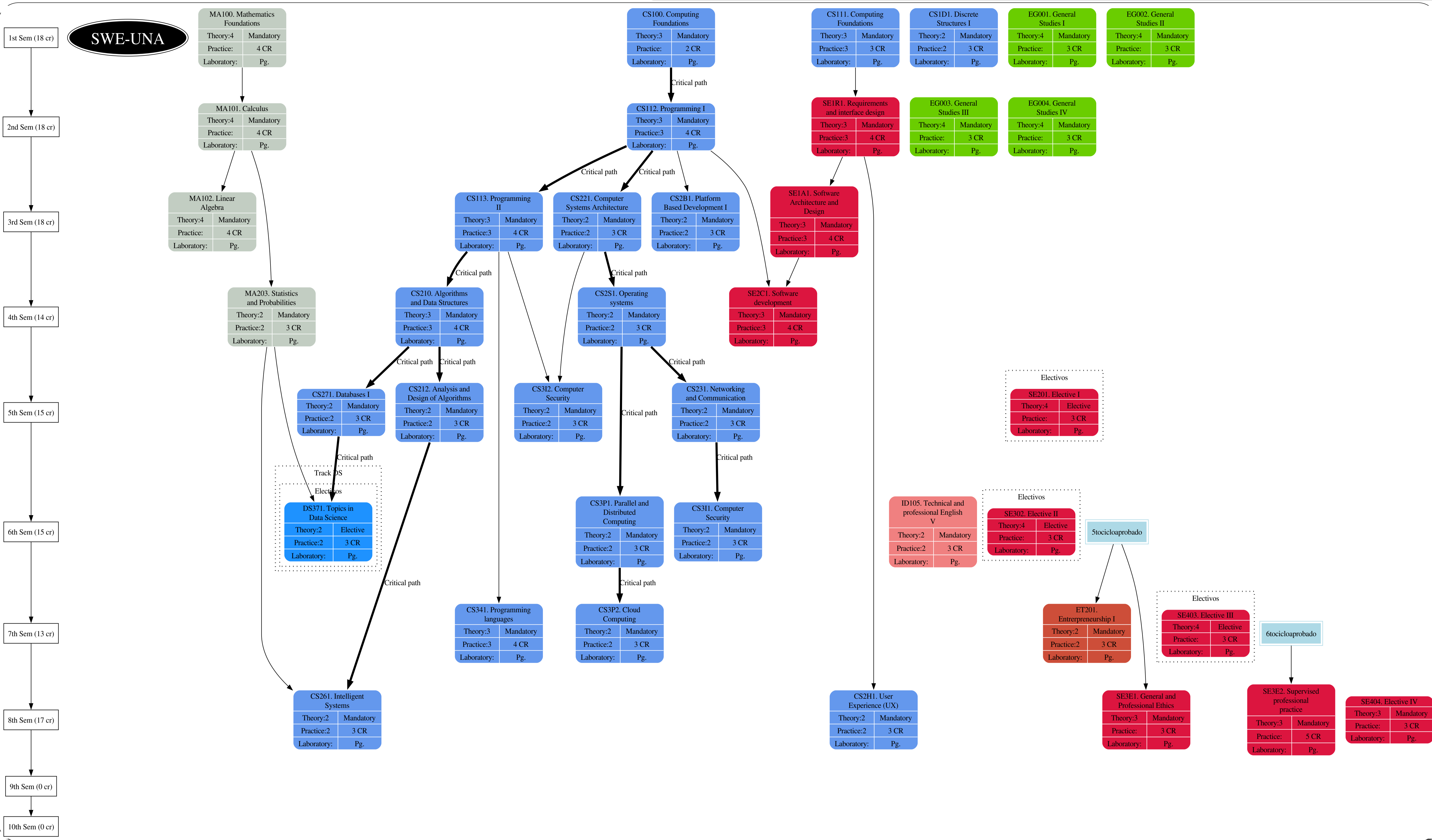


**Mission:** To contribute to the scientific, technological and technical development of the country forming competent professionals oriented to the creation of new scientific and computational technology, as engine that impels and consolidates the software industry based on scientific research and technological in innovative areas, forming, IN OUR professionals, a set of skills for solving computational problems with a social commitment.

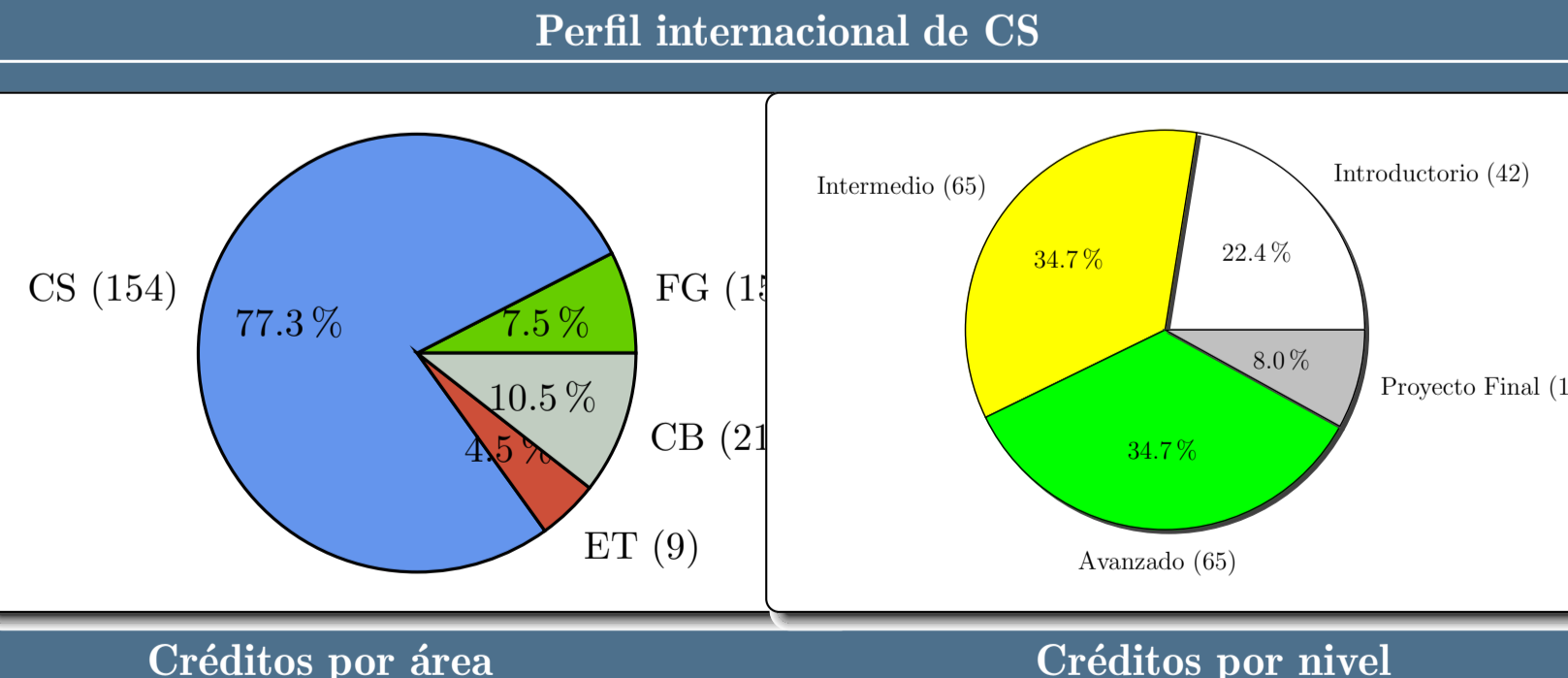
**Definition:** The professional profile of this professional program can be better understood from figures on the right side. This professional has Computing as the center of his studies. That is, it has computing as an end and not as a means. According to the definition of this area, this professional is called directly to be a promoter of the development of new computational techniques that can be useful at local, national and international level.

Our professional profile is aimed at generating jobs through permanent innovation. Our professional training has three fundamental pillars: a content according to ACM/IEEE-CS Computing Curricula CS2013 and CC2020, a marked orientation to innovation and human/soft skills.



Skill/Course	First Sem	Second Sem	Third Sem	Fourth Sem	Fifth Sem	Sixth Sem	Seventh Sem	Eighth Sem
CS100	1	2	3	3	1	1	1	1
CS111	1	2	3	3	1	1	1	1
CS112	1	2	3	3	1	1	1	1
CS113	1	2	3	3	1	1	1	1
CS210	1	2	3	3	1	1	1	1
CS221	1	2	3	3	1	1	1	1
CS271	1	2	3	3	1	1	1	1
CS312	1	2	3	3	1	1	1	1
CS321	1	2	3	3	1	1	1	1
CS331	1	2	3	3	1	1	1	1
CS341	1	2	3	3	1	1	1	1
CS3P1	1	2	3	3	1	1	1	1
CS3P2	1	2	3	3	1	1	1	1
CS261	1	2	3	3	1	1	1	1
CS2H1	1	2	3	3	1	1	1	1
ET201	1	2	3	3	1	1	1	1
SE3E1	1	2	3	3	1	1	1	1
SE3E2	1	2	3	3	1	1	1	1
SE403	1	2	3	3	1	1	1	1
SE404	1	2	3	3	1	1	1	1

- Educational Objectives**
- After five years of graduating from the Computer Science professional career, our professionals should be able to:
1. Meet and exceed the job expectations defined by the work environment.
  2. Function as a member or leader of a specialized or multidisciplinary work team.
  3. Propose solutions to the work context in which they operate, based on the implementation or improvement of the state of the art in Computer Science and related areas.
  4. Effectively communicate technological proposals to individuals with varying levels of knowledge and from different social backgrounds.
  5. Update and adapt to new computational knowledge and different work environments autonomously or through additional studies.
  6. Demonstrate a clear understanding of the consequences arising from technological creations in aspects such as social, ethical, human, moral, legal, environmental, economic, among others.



**Definición de Objetivos de Aprendizaje (Learning Outcomes)**

**Nivel 1 Familiarizarse (Familiarity):** The student understands what a concept is or what it means. This level of mastery concerns a basic awareness of a concept as opposed to expecting real facility with its application. It provides an answer to the question: What do you know about this?

**Nivel 2 Usar (Usage):** The student is able to use or apply a concept in a concrete way. Using a concept may include, for example, appropriately using a specific concept in a program, using a particular proof technique, or performing a particular analysis. It provides an answer to the question: What do you know how to do?

**Nivel 3 Evaluar (Assessment):** The student is able to consider a concept from multiple viewpoints and/or justify the selection of a particular approach to solve a problem. This level of mastery implies more than using a concept; it involves the ability to select an appropriate approach from understood alternatives. It provides an answer to the question: Why would you do that?