

# Peruvian Computing Society (SPC)

School of Computer Science Sillabus 2023-I

### 1. COURSE

CS403. Final Project II (Mandatory)

#### 2. GENERAL INFORMATION

2.1 Credits	:	3
2.2 Theory Hours	:	2 (Weekly)
2.3 Practice Hours	:	-
2.4 Duration of the period	:	16 weeks
2.5 Type of course	:	Mandatory
2.6 Modality	:	■FaceToFace
2.7 Prerrequisites	:	CS402. Capstone Project I. $(8^{th} \text{ Sem})$

### **3. PROFESSORS**

Meetings after coordination with the professor

### 4. INTRODUCTION TO THE COURSE

This course aims at the student to conclude his thesis project.

### 5. GOALS

- That the student is in the capacity to formally present his thesis project with the theoretical framework and complete bibliographic survey.
- That the student master the state of the art of his area of research.
- The deliverables of this course are:

Avance parcial: Thesis plan progress including motivation and context, problem definition, objectives, schedule of activities up to the final thesis project and the state of the art of the topic addressed.

**Final:** Complete thesis plan and advancement of Thesis including theoretical framework chapters, related works and preliminary (formal or statistical) results oriented to your thesis topic.

### 6. COMPETENCES

- 1) Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions. (Assessment)
- 2) Design, implement and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline. (Assessment)
- 3) Communicate effectively in a variety of professional contexts. (Assessment)
- 4) Recognize professional responsabilities and make informed judgments in computing practice based on legal and ethical principles. (Assessment)
- 5) Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline. (Assessment)
- 6) Apply computer science theory and software development fundamentals to produce computing-based solutions. (Assessment)
- 7) Develop computational technology for the well-being of all, contributing with human formation, scientific, technological and professional skills to solve social problems of our community. (Assessment)

## 7. SPECIFIC COMPETENCES

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### 8. TOPICS

Competences Expected:			
Topics	Learning Outcomes		
• Thesis project.	<ul> <li>Description of the format used by the University for the thesis[Assessment]</li> <li>Conclude the thesis project plan[Assessment]</li> <li>Present the state of the art thesis topic(50%)[Assessment]</li> </ul>		
<b>Readings :</b> [IEE08], [Ass08], [Cit08]			

Unit 2: Thesis progress (30) Competences Expected:		
Topics	Learning Outcomes	
• Thesis Progress.	<ul> <li>Description of the format used by the University for the thesis[Assessment]</li> <li>Conclude the chapter of the theoretical framework of the Thesis[Assessment]</li> </ul>	
	• Complete the chapter on related works(35%)[Assessment]	
	• Plan, develop and present results (formal or statis tical) of experiments oriented to your thesis topic (35%)[Assessment]	

### 9. WORKPLAN

### 9.1 Methodology

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

### 9.2 Theory Sessions

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

### 9.3 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.

# **10. EVALUATION SYSTEM**

### **11. BASIC BIBLIOGRAPHY**

[Ass08] Association for Computing Machinery. *Digital Libray*. http://portal.acm.org/dl.cfm. Association for Computing Machinery, 2008.

- [Cit08] CiteSeer.IST. *Scientific Literature Digital Libray*. http://citeseer.ist.psu.edu. College of Information Sciences and Technology, Penn State University, 2008.
- [IEE08] IEEE-Computer Society. *Digital Libray*. http://www.computer.org/publications/dlib. IEEE-Computer Society, 2008.