



**Mission:** To contribute to the scientific, technological and technical development of the country forming competent professionals oriented to the creation of new science 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.

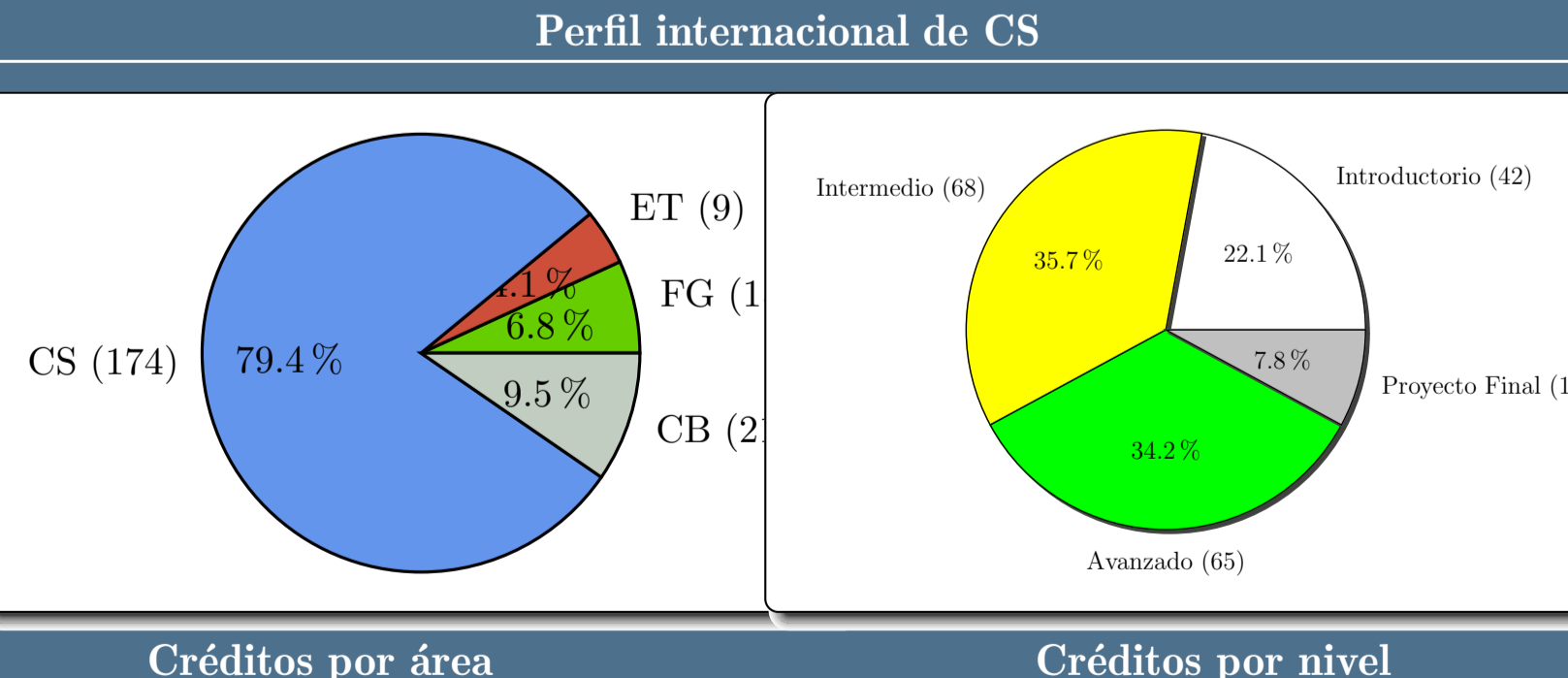
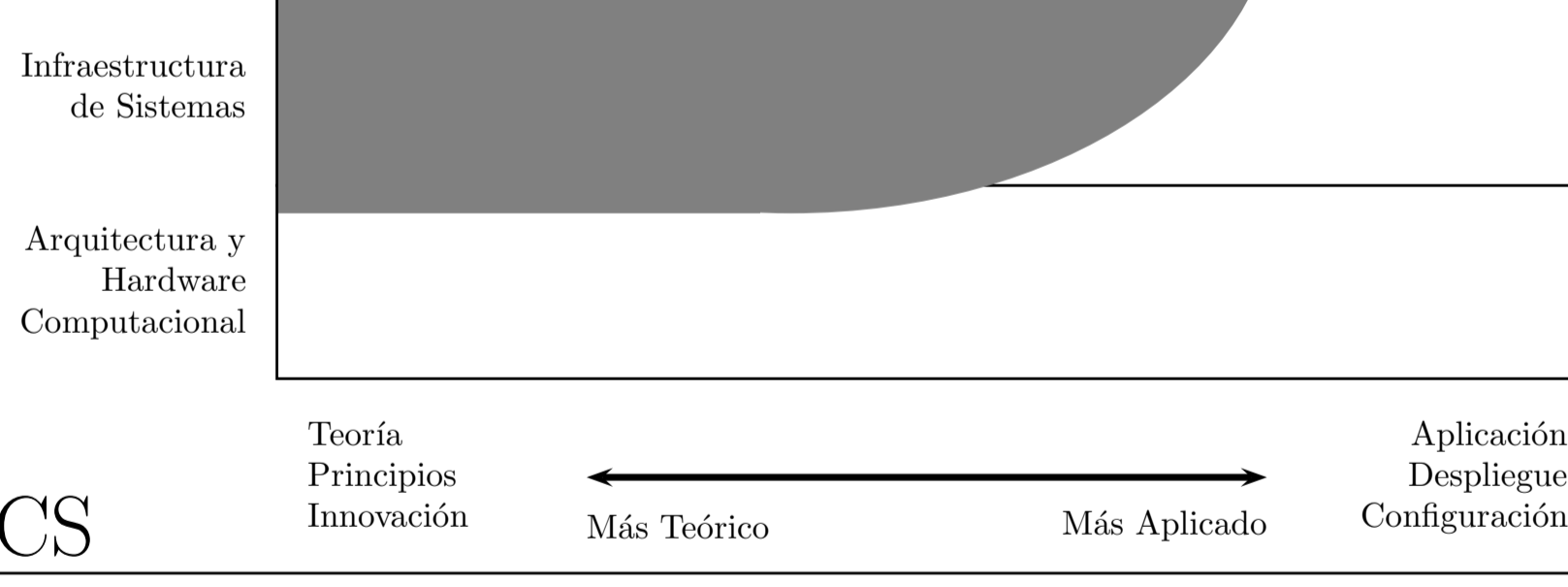
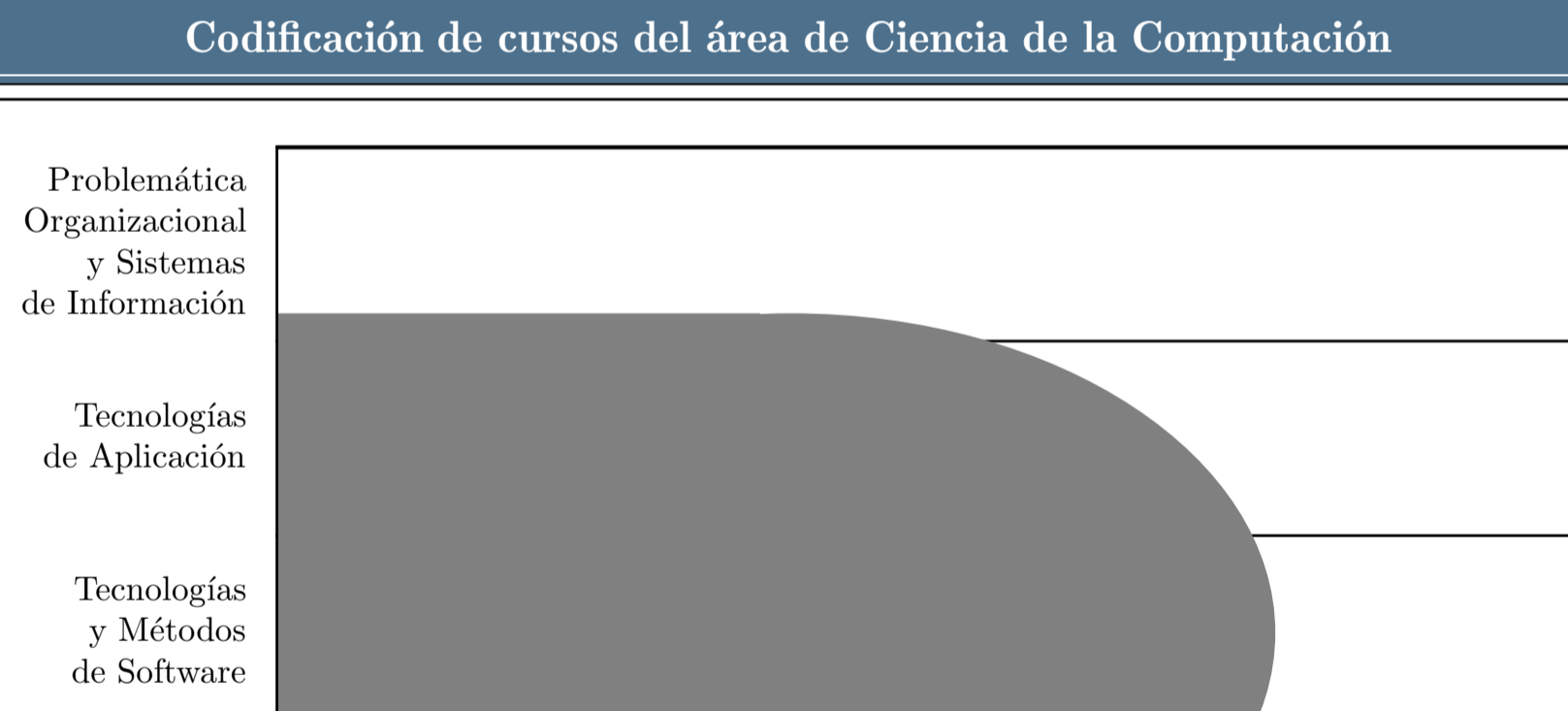
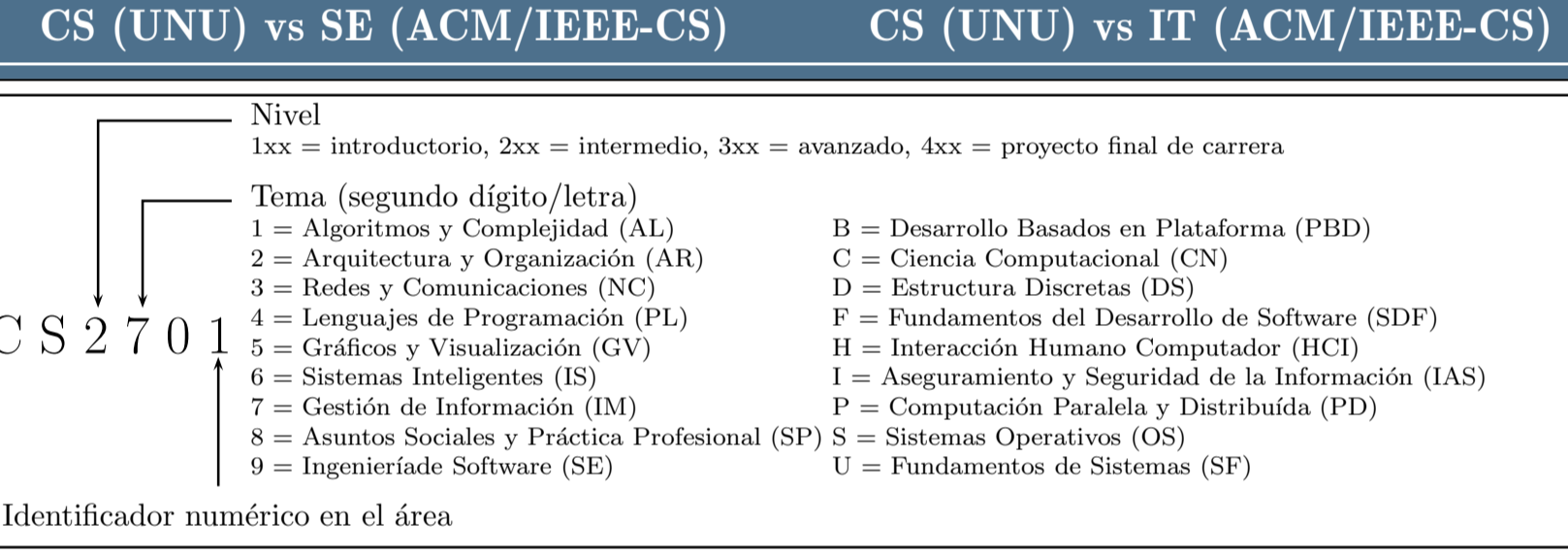
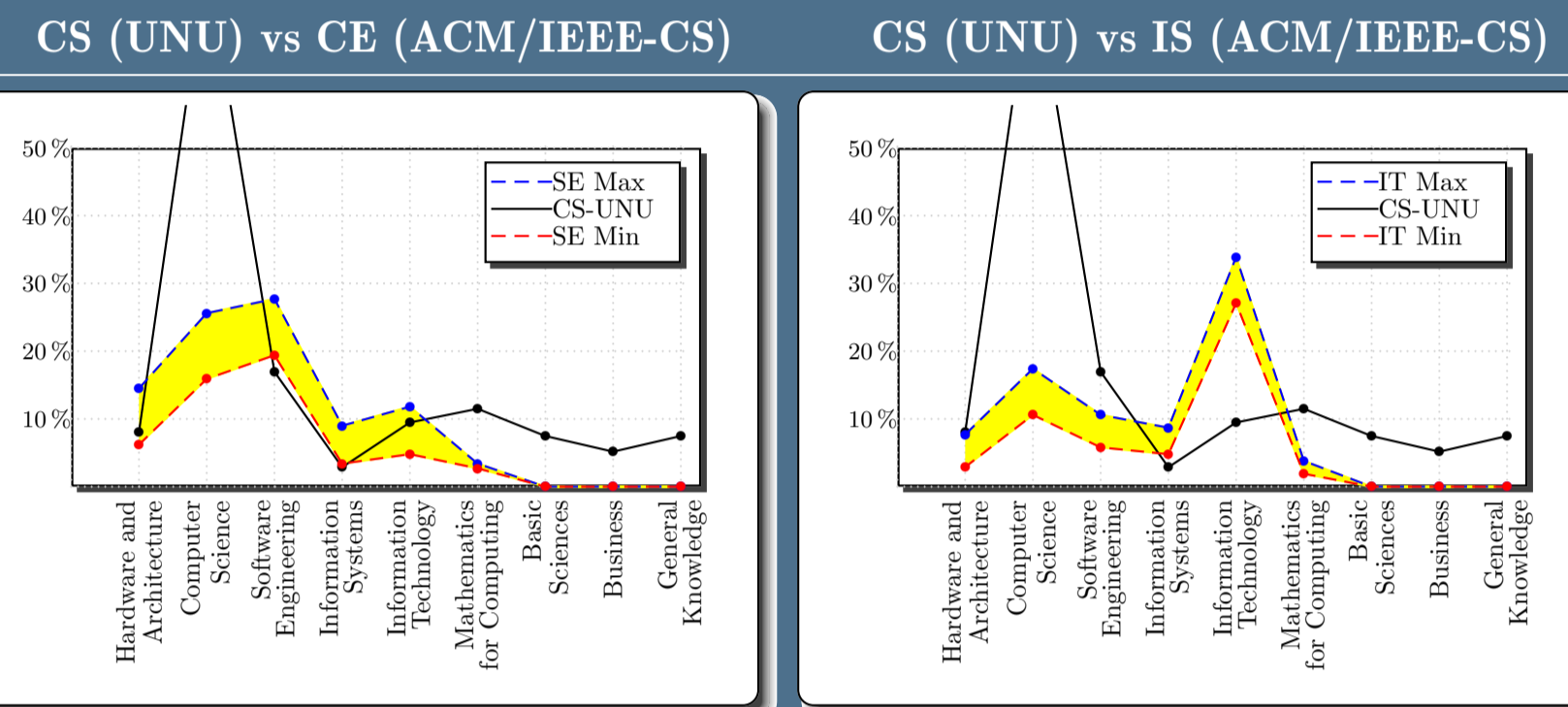
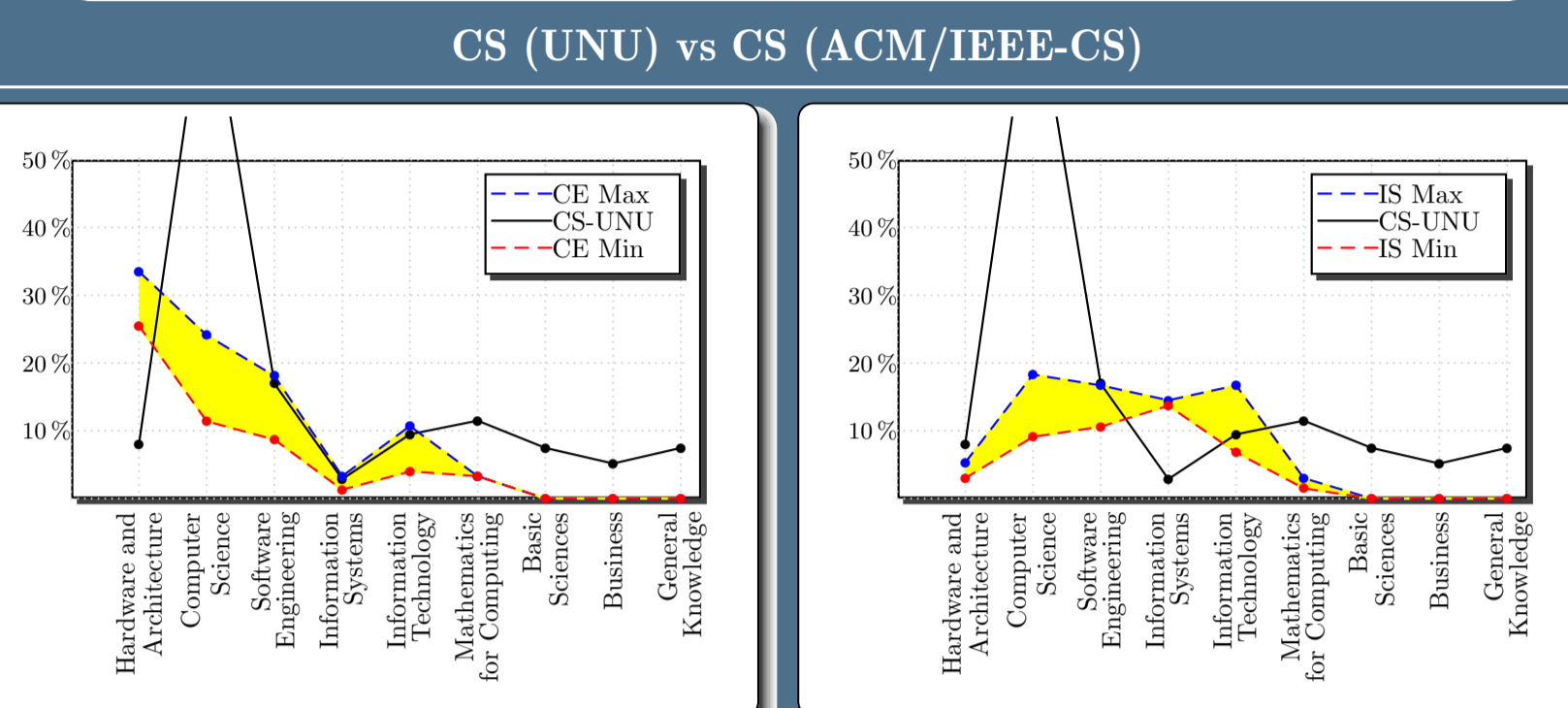
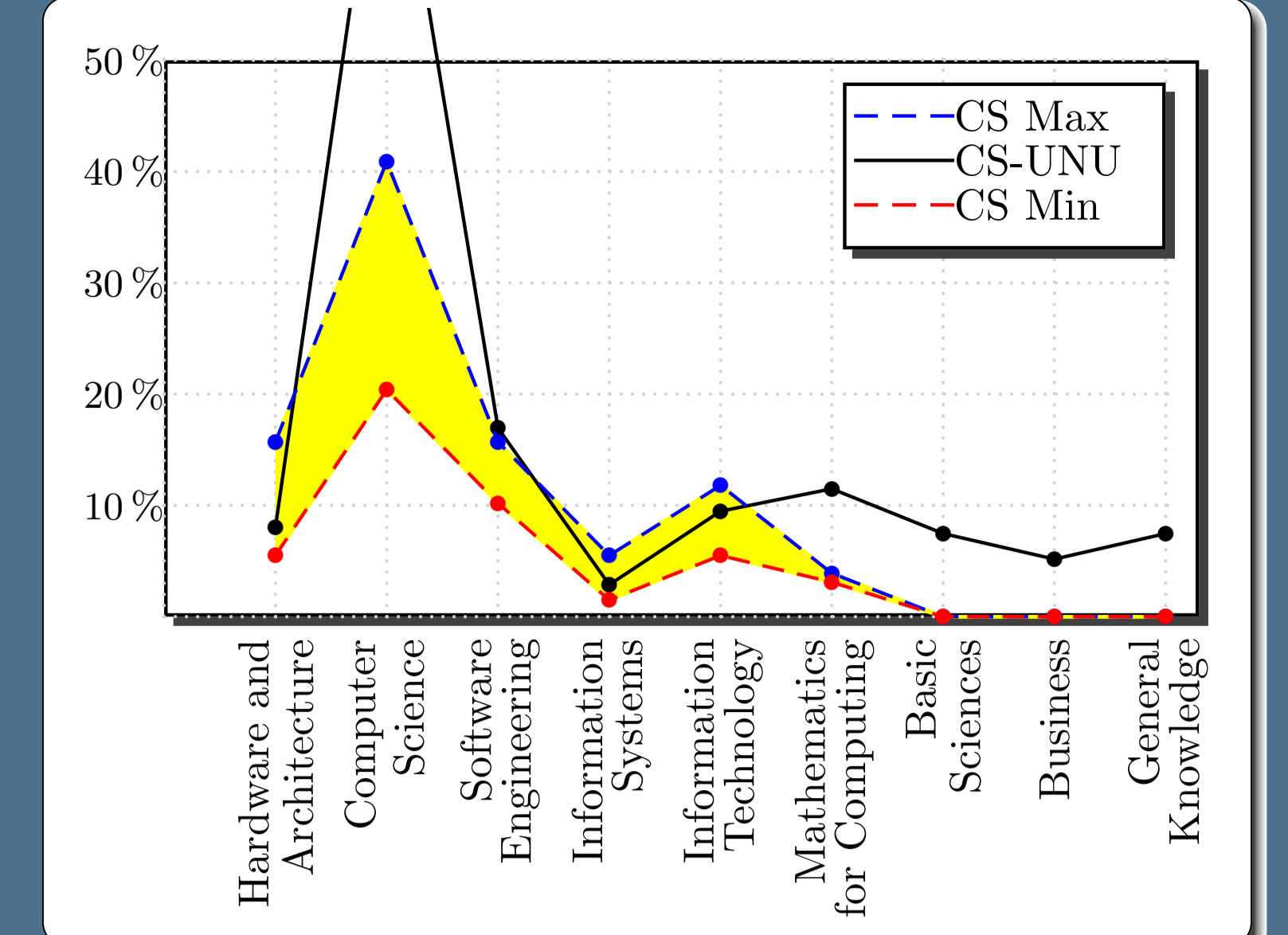
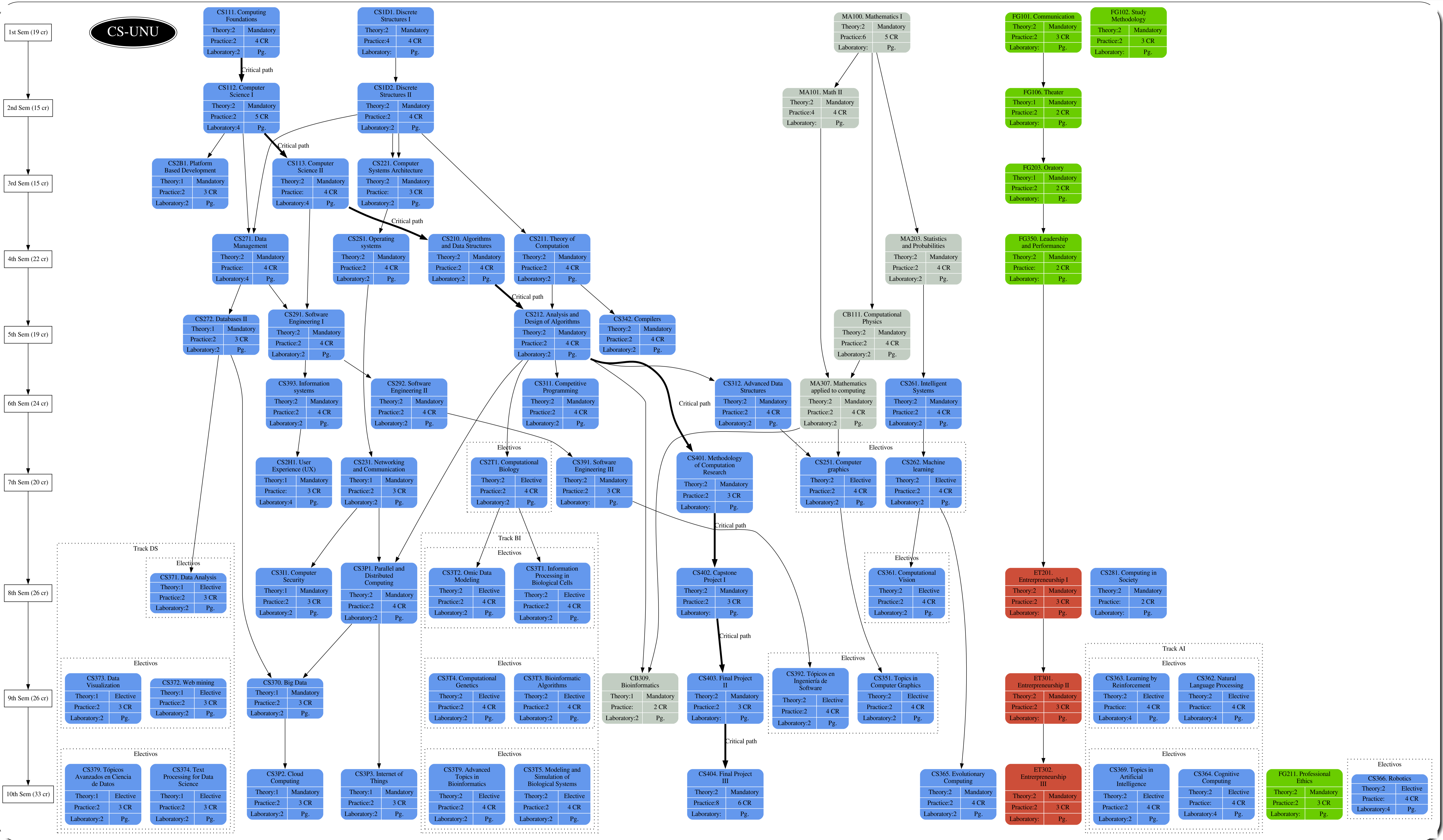


Table with columns for Semesters (First to Tenth) and rows for Skill/Course, showing credit requirements and completion status.

- Educational Objectives
1. Meet and exceed the work expectations defined by the work environment.
2. Perform as a member or leader of a specialized and multidisciplinary work team.
3. Propose solutions to the work context, where he/she works, based on the implementation or improvement of the state of the art in Computer Science and related areas.
4. Effectively communicate technological proposals to people of different levels of knowledge and different social environments.
5. Update and adapt to new computational knowledge and different labor environments, autonomously or by means of complementary 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): El estudiante entiende lo que un concepto es o qué significa. Este nivel de dominio se refiere a un conocimiento básico de un concepto en lugar de esperar instalación real con su aplicación. Proporciona una respuesta a la pregunta: ¿Qué sabe usted de esto?
Nivel 2 Usar (Usage): El alumno es capaz de utilizar o aplicar un concepto de una manera concreta. El uso de un concepto puede incluir, por ejemplo, apropiadamente usando un concepto específico en un programa, utilizando una técnica de prueba en particular, o la realización de un análisis particular. Proporciona una respuesta a la pregunta: ¿Qué sabes de cómo hacerlo?
Nivel 3 Evaluar (Assessment): El alumno es capaz de considerar un concepto de múltiples puntos de vista y/o justificar la selección de un determinado enfoque para resolver un problema. Este nivel de dominio implica más que el uso de un concepto; se trata de la posibilidad de seleccionar un enfoque adecuado de las alternativas entendidas. Proporciona una respuesta a la pregunta: ¿Por qué hiciste eso?

