

# Peruvian Computing Society (SPC)

School of Computer Science Sillabus 2021-I

### 1. COURSE

CS393. Information systems (Mandatory)

### 2. GENERAL INFORMATION

**2.1** Credits : 4

2.2 Theory Hours
2.3 Practice Hours
2 (Weekly)
2.4 Duration of the period
16 weeks
2.5 Type of course
Mandatory
Face to face

**2.7 Prerrequisites** : CS291. Software Engineering I.  $(5^{th} \text{ Sem})$ 

### 3. PROFESSORS

Meetings after coordination with the professor

### 4. INTRODUCTION TO THE COURSE

Analyze techniques for the correct implementation of scalable, robust, reliable and efficient information systems in organizations.

#### 5. GOALS

• Implement correctly (scalable, robust, reliable and efficient) Information Systems in organizations.

### 6. COMPETENCES

- c) An ability to design a system, component, or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability. (Usage)
- i) An ability to use the techniques, skills, and modern computing tools necessary for computing practice. (Usage)
- k) Apply the principles of development and design in the construction of software systems of variable complexity. (Assessment)

#### 7. SPECIFIC COMPETENCES

- c2) Design and develop information systems that implement business rules.
- i1) Develop components using modern computer techniques that implement functionality and are useful for various information systems.
- k1) Perform adequately as part of an information system implementation project.

## 8. TOPICS

Unit 1: Introduction (15) Competences Expected: c,i		
<ul> <li>Introduction to information management.</li> <li>Software for information management.</li> <li>Technology for information management.</li> </ul>	Correctly apply technology for information management [Assessment]	
<b>Readings</b> : [Som17], [PM15], [LL17]		

Unit 2: Strategy (15)		
Competences Expected: i,k		
Topics	Learning Outcomes	
<ul> <li>Strategy for information management.</li> <li>Strategy for knowledge management</li> <li>Strategy for information system.</li> </ul>	• Apply and evaluate correctly management strategies [Assessment]	
<b>Readings</b> : [Som17], [PM15]		

Unit 3: Implementation (15)		
Competences Expected: c,i,k		
Topics	Learning Outcomes	
<ul> <li>Management Information Systems Development.</li> <li>Change management</li> <li>Information Architecture</li> </ul>	• Implement and correctly evaluate implementation strategies [Assessment]	
<b>Readings</b> : [Som17], [PM15]		

### 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

\*\*\*\*\*\* EVALUATION MISSING \*\*\*\*\*\*

### 11. BASIC BIBLIOGRAPHY

- [LL17] Kenneth C. Laudon and Jane P. Laudon. Management Information Systems: Managing the Digital Firm. 15th. Pearson, Mar. 2017.
- [PM15] Roger S. Pressman and Bruce Maxim. Software Engineering: A Practitioner's Approach. 8th. McGraw-Hill, Jan. 2015.
- [Som17] Ian Sommerville. Software Engineering. 10th. Pearson, Mar. 2017.