

San Pablo Catholic University (UCSP)
Undergraduate Program in
Computer Science
SILABO



CS404. Capstone Project III (Mandatory)

1. General information

1.1 School	:	Ciencia de la Computación
1.2 Course	:	CS404. Capstone Project III
1.3 Semester	:	10 ^{mo} Semestre.
1.4 Prerequisites	:	CS403. Capstone Project II. (9 th Sem)
1.5 Type of course	:	Mandatory
1.6 Learning modality	:	Face to face
1.7 Horas	:	2 HT; 2 HP;
1.8 Credits	:	3
1.9 Plan	:	Plan Curricular 2016

2. Professors

Lecturer

- Alex Jesús Cuadros Vargas <acuadros@ucsp.edu.pe>
 - ■PosDocIn■ Ciencia de la Computación, ICMC-USP, Brasil, 2009.
 - PhD in Ciencia de la Computación, ICMC-USP, Brasil, 2007.
 - MSc in Ciencia de la Computación, ICMC-USP, Brasil, 2001.
- Jose Eduardo Ochoa Luna <jeochoa@ucsp.edu.pe>
 - PhD in Ciencia de la Computación, Universidade de Sao Paulo, Brasil, 2011.
 - MSc in Ciencia de la Computación, Universidade Federal de Mato Grosso do Sul - UFMS, Brasil, 2004.
- Juan Carlos Gutiérrez Cáceres <jcgutierrezc@ucsp.edu.pe>
 - PhD in Ciencia de la Computación, Universidad Nacional de San Agustín, Perú, 2013.
 - MSc in Ciencia de la Computación, ICMC-USP, Brasil, 2003.
- Edward Jorge Yuri Cayllahua Cahuina <ejcayllahua@ucsp.edu.pe>
 - MSc in Computer Science, Universidade Federal de Ouro Preto, Brazil, 2019.

3. Course foundation

This course aims to enable students to complete properly their draft of thesis.

4. Summary

1. Escritura del Borrador del trabajo de final de carrera (tesis)

5. Generales Goals

- That the student completes this course with his thesis elaborated in sufficient quality as for an immediate support.
- That the student formally present the draft dissertation before the authorities of the faculty
- The deliverables of this course are:
 - Parcial:** Advancement of the thesis project including in the document: introduction, theoretical framework, state of the art, proposal, analysis and / or experiments and solid bibliography.
 - Final:** Full thesis document and ready to support in a period of no more than fifteen days.

6. Contribution to Outcomes

This discipline contributes to the achievement of the following outcomes:

- 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 responsibilities 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. Content

UNIT 1: Escritura del Borrador del trabajo de final de carrera (tesis) (60)

Competences:

Content

Generales Goals

- Writing and correction of the work of end of career

- Experimental part completed (if appropriate to the project) [Assessment]
- Verify that the document complies with the thesis format of the course [Assessment]
- Delivery of the completed thesis draft and considered ready for public support (approval requirement)[Assessment]

Readings: IEEE-Computer Society (2008), Association for Computing Machinery (2008), CiteSeer.IST (2008)

8. Methodology

1. El profesor del curso presentará clases teóricas de los temas señalados en el programa propiciando la intervención de los alumnos.
2. El profesor del curso presentará demostraciones para fundamentar clases teóricas.
3. El profesor y los alumnos realizarán prácticas
4. Los alumnos deberán asistir a clase habiendo leído lo que el profesor va a presentar. De esta manera se facilitará la comprensión y los estudiantes estarán en mejores condiciones de hacer consultas en clase.

9. Assessment Theory Sessions:

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

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.

Evaluation System:

The final grade is obtained through of:

CONTINUOUS ASSESMENT	EVALUATIONS
Continuous assessment 1 : 10 %	Midterm Exam : 10 %
Continuous assessment 2 : 10 %	Final Exam : 70 %
20%	80%

Where:

Continuous Assessment: It includes group work, active participation in class, exercise test.

- Continuos assessment 1 (weeks 1 - 9)
- Continuos assesment 2 (weeks 10 - 17)

To pass the course you must obtain 11.5 or more in the final grade .

References

- Association for Computing Machinery (2008). *Digital Libray*. <http://portal.acm.org/dl.cfm>. Association for Computing Machinery.
- CiteSeer.IST (2008). *Scientific Literature Digital Libray*. <http://citeseer.ist.psu.edu>. College of Information Sciences and Technology, Penn State University.
- IEEE-Computer Society (2008). *Digital Libray*. <http://www.computer.org/publications/dlib>. IEEE-Computer Society.