Course Syllabus

COMPUTER SCIENCE CAPSTONE COURSE

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Program: Computer Science

1. Course number and name

CCPG1026 - COMPUTER SCIENCE CAPSTONE COURSE

2. Credits and contact hours

3 credits and 3 contact hours

3. Instructor's course or coordinator's name

JOSE LUIS ASENCIO MERA

4. Text book, tittle, author, and year

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5. Specific course information

a. Brief description of the content of the course (catalog description)

In this capstone course, students produce an integrator project where the implementation of the profiles declared in the degree are highlighted, developing creativity, organization, and affiliation processes which involve them in an experience of professional design.

During the first part of the course, the client/user/public needs are identified, the problem/opportunity is defined, data is collected, and critical factors are analyzed. While on the second part, alternative solutions, framed in the regulations and restrictions of each user, are created. The course ends with the design and deployment of the feasible solution or the creation of prototypes, and the analysis and validation of results.

b. This course is: Required

6. Specific goals for the course

a. Specific outcomes of instruction

1.- Identify the problem or need through the study of the requirements of the client, user or public.

2.- Analyzing the different critical factors to propose solutions for the identified problem or need.

3.- Design alternative solutions and/or prototypes using the methodologies inherent in computer science topics.

4.- Generate a feedback process for the designed solution or alternative.

b. Explicity indicate which of the student outcomes listed in Criterion 3 or any other outcomes are addressed by the course

7. Brief list of topics to be covered

1.- Definition of problem, need or opportunity

2.- Analysis of information
3.- Developing a value proposal
4.- Analysis and validation of results