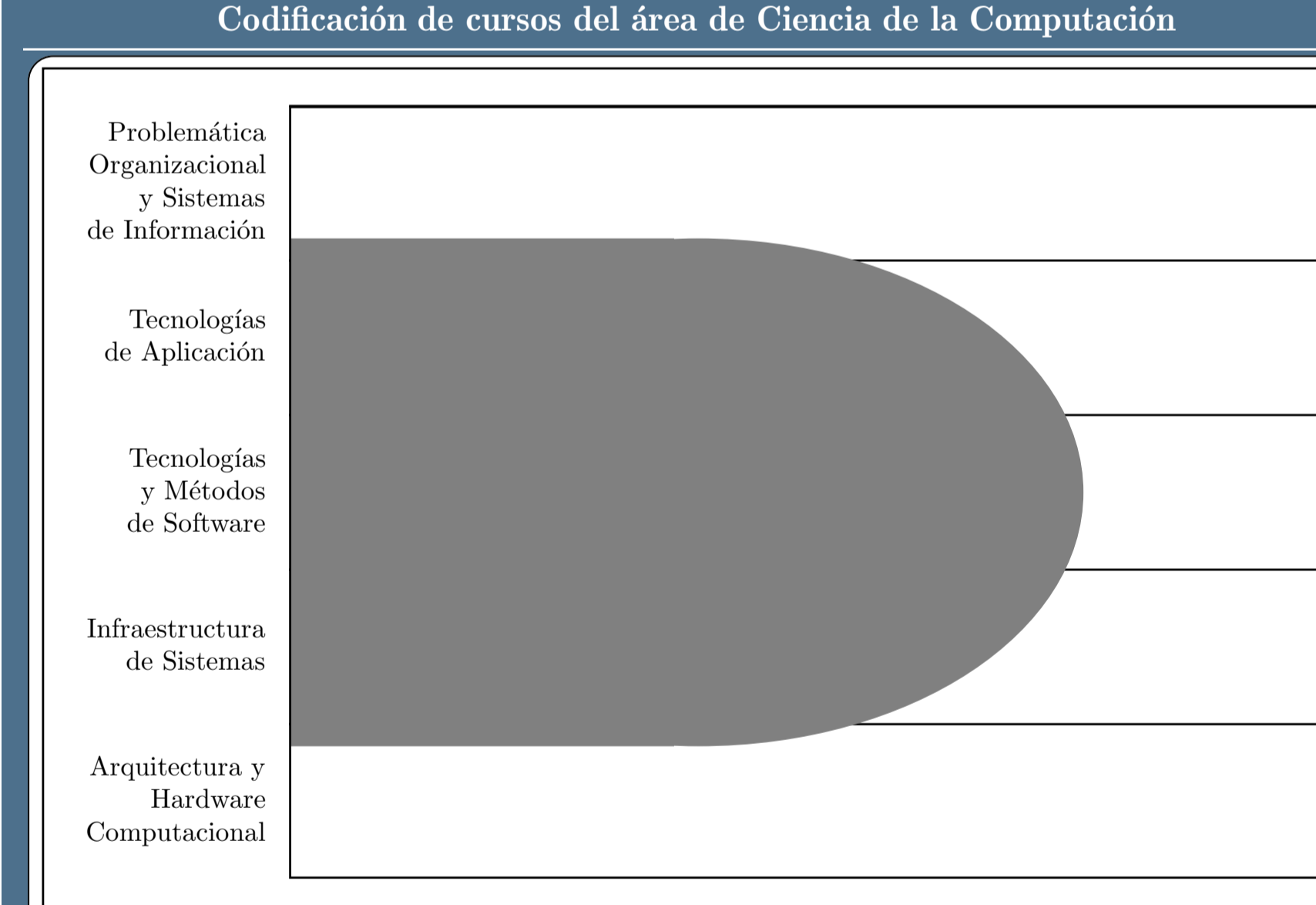
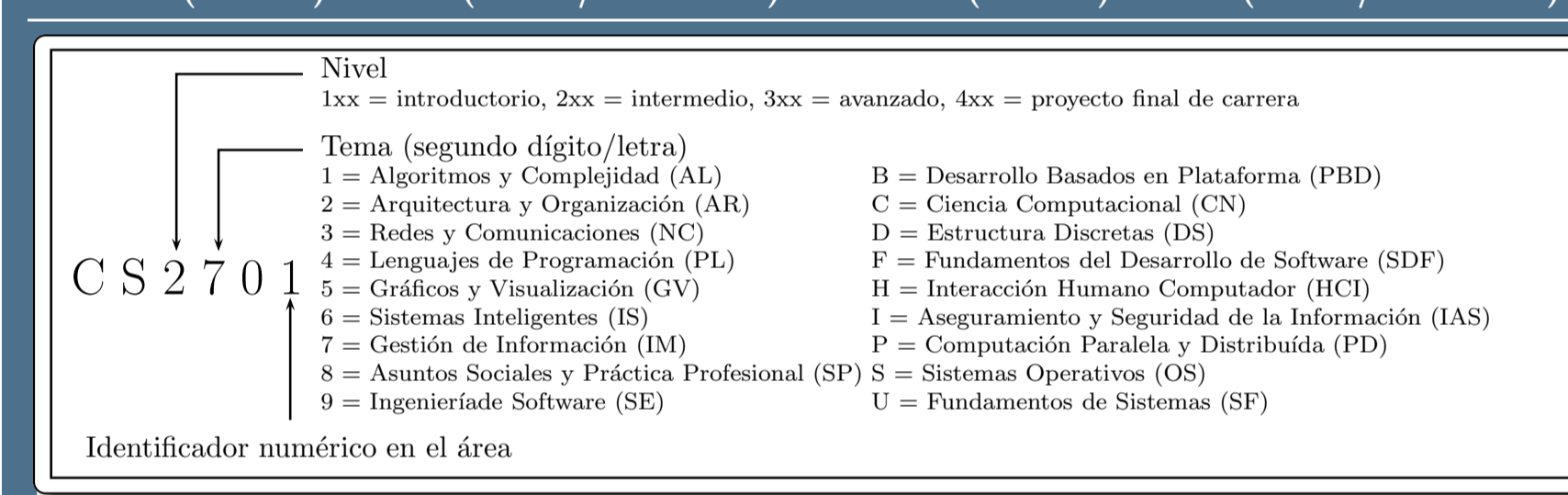
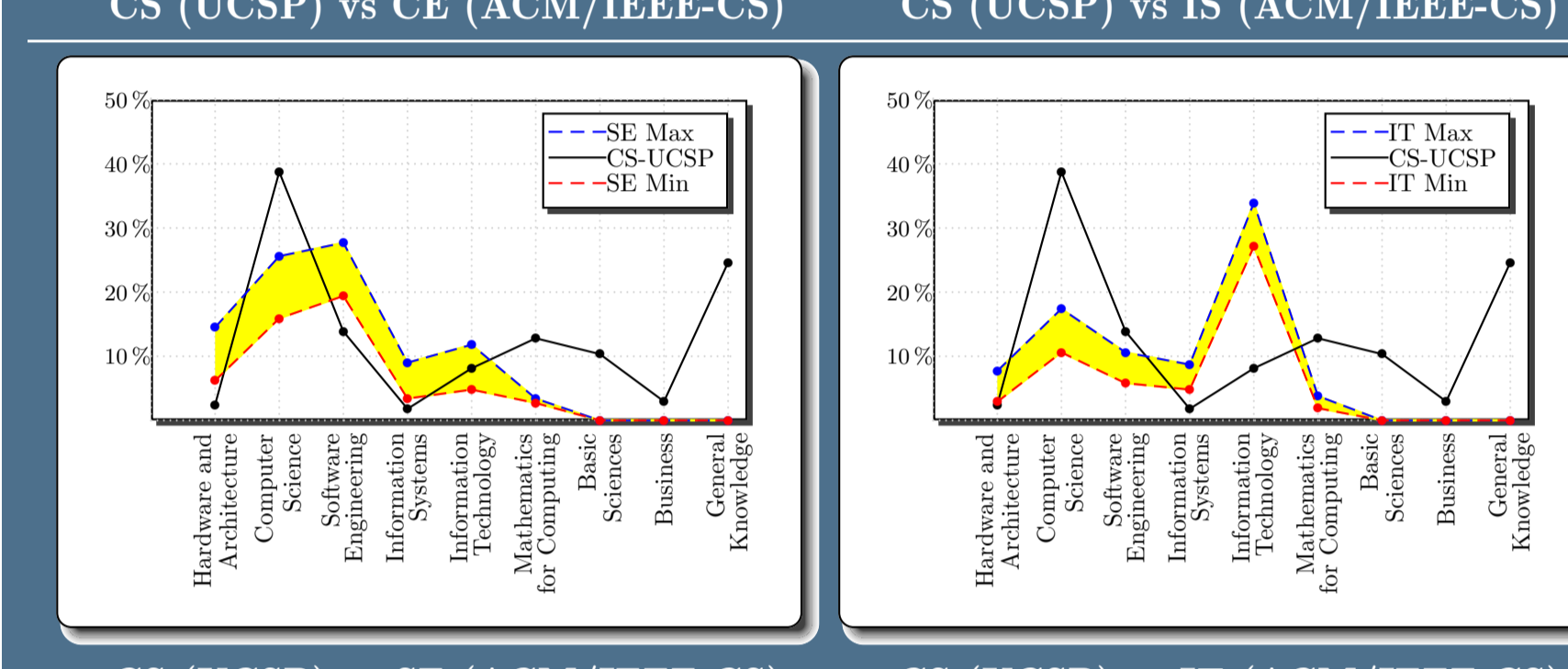
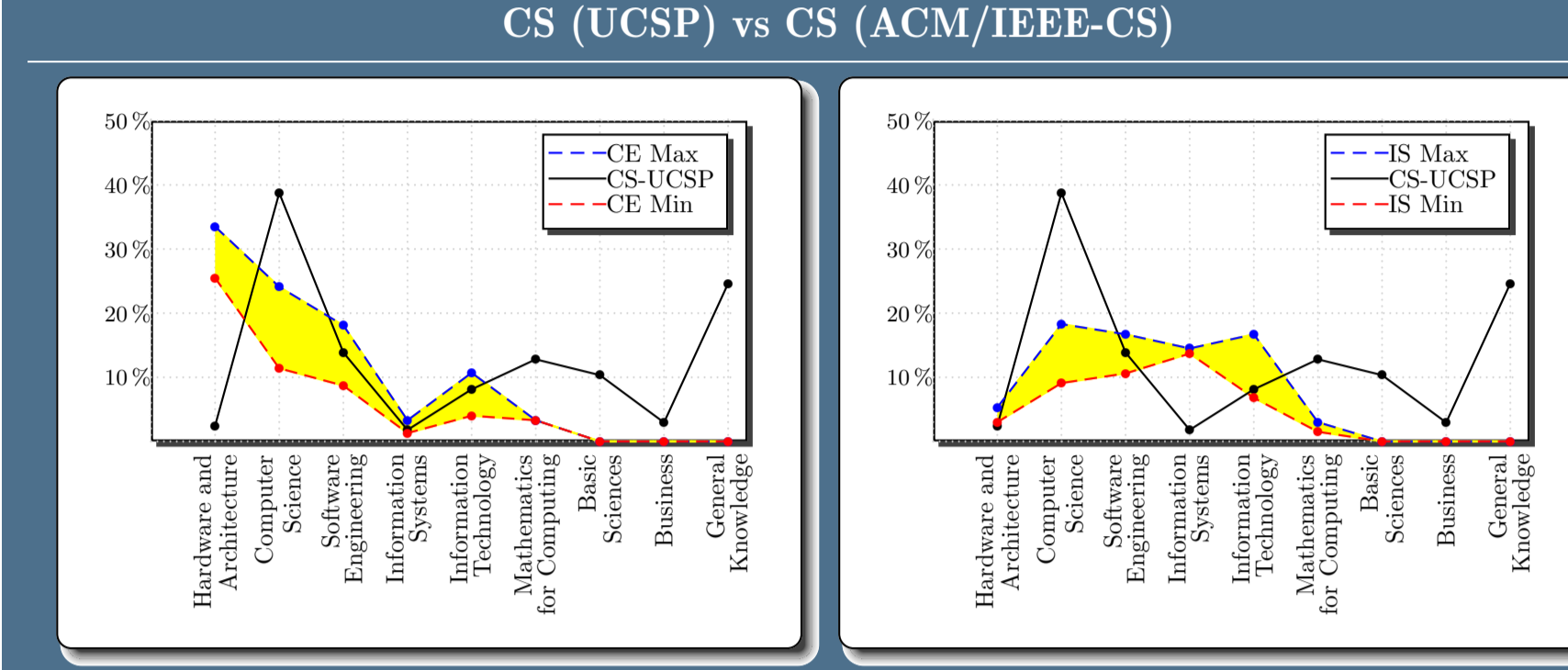
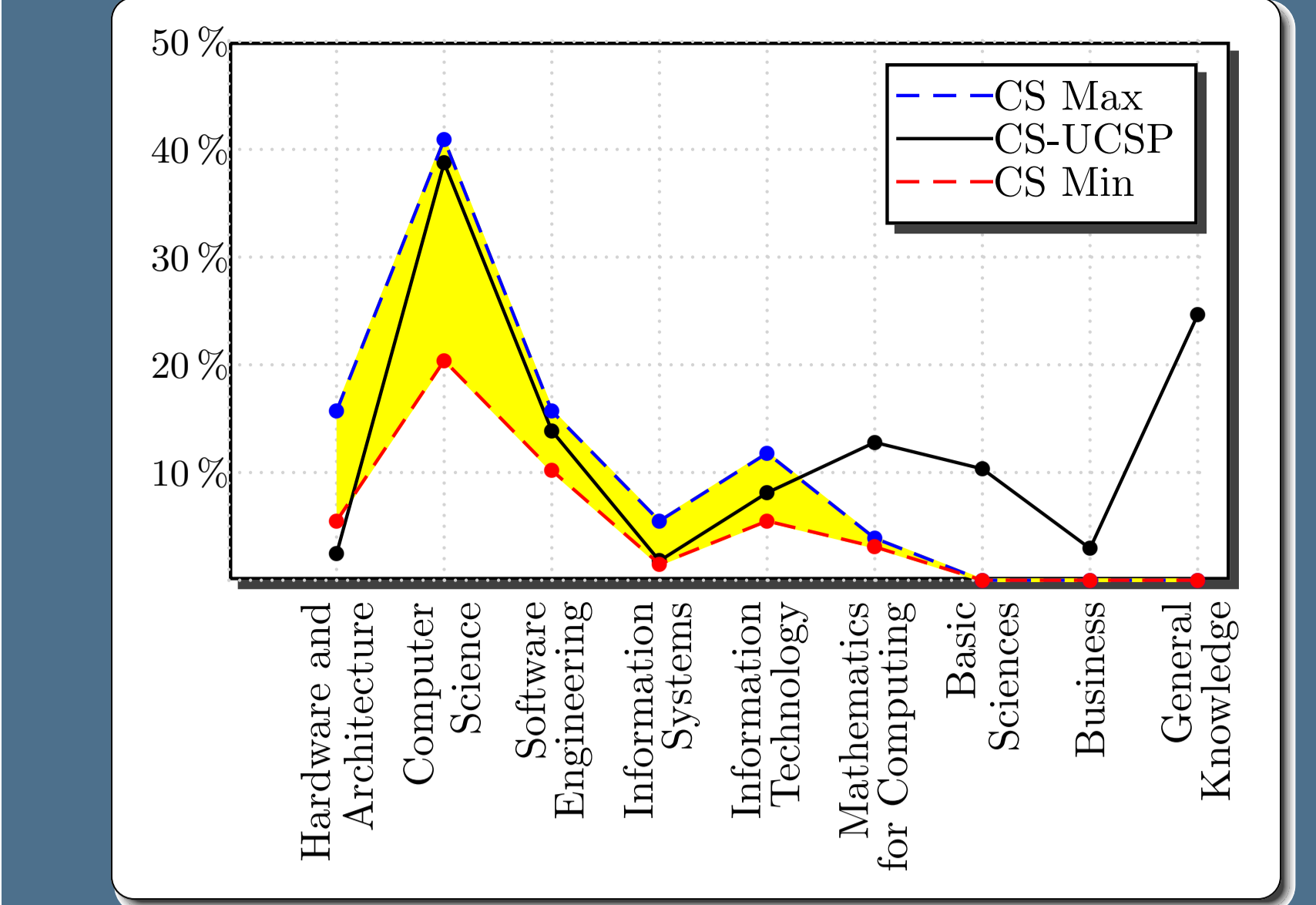
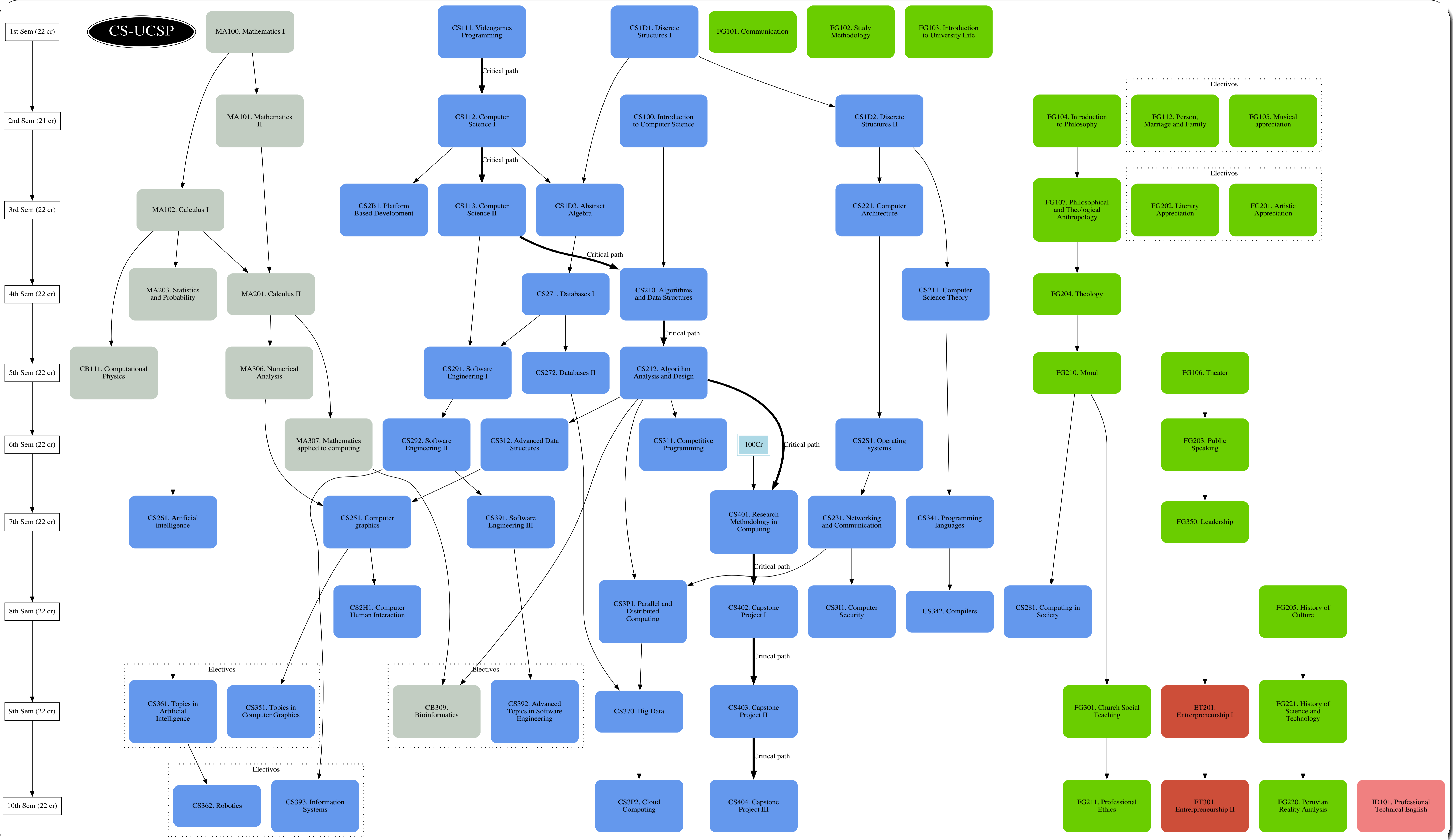


**Mission:** Universidad Católica San Pablo is an academic community animated by the orientations and life of the Catholic Church that, in the light of faith and with the effort of reason, seeks the truth and promotes the integral formation of the person through activities such as research, teaching and extension, to contribute to the configuration of culture according to the identity and deployment of the human being.

**Definition:** The professional profile can be better understood from the figures on the right side. This professional's main objective is to be the promoter of the development of new computational technologies with international quality that can be useful at a local, national and international level. Our professional profile is also geared towards generating jobs through permanent innovation. Our professional training has 3 fundamental pillars: a computational content according to international standards (CS2013), a marked orientation to innovation, both enriched by a solid Human Education.



Skill/Course	First Sem	Second Sem	Third Sem	Fourth Sem	Fifth Sem	Sixth Sem	Seventh Sem	Eighth Sem	Ninth Sem	Tenth Sem
1) Analyze a complex computing problem and to apply principles of computing and other relevant disciplines.	2	3	3	1	1	3	1	3	1	3
2) Design, implement and evaluate a computing-based solution.	2	2	2	2	2	2	2	2	2	2
3) Communicate effectively in a variety of professional contexts.	2	2	2	2	2	2	2	2	2	2
4) Recognize professional responsibilities and make informed judgments.	2	2	2	2	2	2	2	2	2	2
5) Function effectively as a member or leader of a team.	2	2	2	2	2	2	2	2	2	2
6) Apply computer science theory and software development fundamentals.	2	3	3	2	2	1	2	1	2	3
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.	2	1	1	1	3	2	2	3	2	2

- ### Educational Objectives
- After five years of graduation of our school, our professionals must be able to:
- Meet and exceed the work expectations defined by the work environment.
  - Perform as a member or leader of a specialized and multidisciplinary work team.
  - 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.
  - Effectively communicate technological proposals to people of different levels of knowledge and different social environments.
  - Update and adapt to new computational knowledge and different labor environments, autonomously or by means of complementary studies.
  - 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?**

