

Teaching guide

IDENTIFICATION DETAILS

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| Degree: | Computer Engineering | | |
| Field of Knowledge: | Engineering and Architecture | | |
| Faculty/School: | Senior Polytechnic School | | |
| Course: | BUSINESS PROCESS | | |
| Type: | Basic Training | ECTS credits: | 6 |
| Year: | 2 | Code: | 3622 |
| Teaching period: | Fourth semester | | |
| Area: | Business | | |
| Module: | Basic Training | | |
| Teaching type: | Classroom-based | | |
| Language: | Spanish | | |
| Total number of student study hours: | 150 | | |

SUBJECT DESCRIPTION

The course entitled The Company and its Processes introduces organisational and administrative principles and the management of business processes, with particular attention to dynamics in the flow of information, while also studying how information and communications technologies can optimise their efficiency and capacity to make the most of business opportunities.

SKILLS

Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

General Skills

An ability to conceive, draft, organise, plan, develop and execute projects in the field of computer engineering whose purpose is to conceive, develop or exploit computer applications, services and systems.

Knowledge and application of the basic elements of economics and management of human resources, project organisation and planning, and legislation, regulations and standardisation in the field of computer projects.

An ability to conceive, develop and maintain computer applications, services and systems using software engineering methods as an instrument to ensure quality.

Specific skills

Suitable knowledge of the concept of a company, and the institutional and legal context of it. Business organisation and management.

DISTRIBUTION OF WORK TIME

| CLASSROOM-BASED ACTIVITY | INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY |
|--------------------------|---|
| 68 hours | 82 hours |