Teaching guide

IDENTIFICATION DETAILS

Degree:	Computer Engineering

Field of Knowledge:	Engineering and Architecture

Faculty/School:	Senior Polytechnic School

Course:	ANALYSIS AND DESIGN OF INFORMATION SYSTEMS

Type:	Compulsory	ECTS credits:	6

Year:	2	Code:	3625

Teaching period:	Third semester

Area:	Software Engineering

Module:	Specific Technology

Teaching type:	Classroom-based

Language:	Spanish

Total number of student study hours:	150

SUBJECT DESCRIPTION

During the Analysis and Design of Information Systems course, students are expected to acquire methodologies for the analysis and design of applications, deepen their study of information and types of information as a resource in the business process, which itself is understood as an information system.

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.

An ability to direct activities linked to computer projects.

An ability to design, develop, assess and guarantee the accessibility, ergonomics, usability and security of computer applications, services and systems, and the information managed therein.

An ability to define, assess and choose hardware and software platforms for the development and execution of computer applications, services and systems.

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

An ability to conceive and develop computer systems or architectures that are centralised or distributed, integrating hardware, software and networks.

Specific skills

An ability to develop, maintain and assess software services and systems that meet all user requirements, are reliable and efficient, are affordable to develop and maintain and meet quality standards, applying software engineering theories, principles, methods and practices.

An ability to assess customer needs and specify the software requirements needed to meet these needs, aligning conflicting goals by looking for acceptable commitments within the limitations stemming from the cost, time and existence of developed systems and of organisations.

An ability to identify and analyse problems and design, develop, implement, verify and document software solutions based on suitable knowledge of current theories, models and techniques.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
67 hours	83 hours