

# **Teaching guide**

## **IDENTIFICATION DETAILS**

Degree:	Computer Engineering				
Field of Knowledge:	Engineering and Architecture				
Faculty/School:	Senior Polytechnic School				
Course:					
		-			
Туре:	Compulsory		ECTS credits:		3
		_			
Year:	3		Code:		3637
		_			
Teaching period:	Sixth semester				
Area:	Software Design and Development				
Module:	IT core subject				
Teaching type:	Classroom-based				
Language:	Spanish				
Total number of student study hours:	75				

## SUBJECT DESCRIPTION

The Professional Ethics and Deontology course establishes the foundations of general ethics and ties them in with their professional implementation.

## 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 analyse and assess the social and environmental impact of technical solutions, understanding the ethical and professional responsibility of the activity of a technical computer engineer.

An ability to learn, understand and apply legislation needed in the professional practice of a technical computer engineer and handle specifications, regulations and mandatory rules.

Knowledge of the basic materials and technologies, giving rise to learning and the developing of new methods and technologies, and which also provide huge versatility to adapt to new contexts.

#### Specific skills

An ability to design, develop, choose and assess computer applications and systems, ensuring their reliability, security and quality in line with ethical principles, legislation and applicable regulations.

#### **DISTRIBUTION OF WORK TIME**

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY		
37 hours	38 hours		