Universidad Francisco de Vitoria UFV Madrid

# Teaching guide

## IDENTIFICATION DETAILS

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|---|---|
| Degree: | Computer Engineering |
| Field of Knowledge: | Engineering and Architecture |
| Faculty/School: | Senior Polytechnic School |
| Course: | BUSINESS SYSTEM PLANNING |
| Type: | Optional |
| ECTS credits: | 3 |
| Year: | 4 |
| Code: | 3642 |
| Teaching period: | Eighth semester |
| Area: | Information Technologies |
| Module: | Specific Technology |
| Teaching type: | Classroom-based |
| Language: | Spanish |
| Total number of student study hours: | 75 |

## SUBJECT DESCRIPTION

The subject provides the student with the knowledge and tools needed to conceive the planning of information systems as a first phase of an organisation¿s global information system production cycle, integrating the model definition of the company, the IT and communication strategic lines, the systems architecture and the organisation¿s technology platform, in line with the Strategic Business Plan.

## 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 for preparing measurements, calculations, valuations, appraisals, inspections, studies, reports, task planning and other similar computing work.

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 direct activities linked to computer projects.

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.

**Specific skills**

An ability to use methodologies centred on the user and the organisation in order to develop, assess and manage applications and systems based on information technologies, ensuring system accessibility, ergonomics and usability.

## DISTRIBUTION OF WORK TIME

| CLASSROOM-BASED ACTIVITY | INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY |
|---|---|
| 36 hours | 39 hours |