

# Teaching guide

## IDENTIFICATION DETAILS

Degree:	Computer Engineering		
Field of Knowledge:	Engineering and Architecture		
Faculty/School:	Senior Polytechnic School		
Course:	END-OF-DEGREE PROJECT		
Type:	Degree Project	ECTS credits:	12
Year:	4	Code:	3644
Teaching period:	Eighth semester		
Area:	End-of-Degree Project		
Module:	End-of-Degree Project and Work Placements in Business		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	300		

## SUBJECT DESCRIPTION

In the End-of-degree Project course, students individually undertake a project that integrates the different subjects they have studied throughout the degree, thereby demonstrating and improving their capacity for temporary planning, analysis, synthesis as well as their skills in preparing printed documentation and oral communication for defence of the project.

## 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.

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.

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.

To nurture an attitude of intellectual curiosity and a quest for truth in all areas of life and to foster interpersonal and intercultural communication, adopting an attitude of dialogue, respect and personal and social commitment to oneself and others, interpreting any information presented or reality occurring, and subsequently comparing it with one's own concept of truth and the meaning of existence.

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.

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.

An ability to solve problems with initiative, with effective decision-making, independence and creativity. Capacity for being able to communicate and convey knowledge and skills of the technical computer engineering profession.

## Specific skills

An original exercise to be carried out individually and defended before a university tribunal consisting of a project linked to technologies specific to professional computer engineering in which the skills acquired during studies are summarised and integrated.

## DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
20 hours	280 hours