

**COURSE DATA****Data Subject**

Code	44837
Name	Seminars
Cycle	Master's degree
ECTS Credits	2.0
Academic year	2017 - 2018

Study (s)

Degree	Center	Acad. year	Period
2234 - M.D. in Web Technology, Cloud Computing and Mobile Apps	School of Engineering	1	Annual

Subject-matter

Degree	Subject-matter	Character
2234 - M.D. in Web Technology, Cloud Computing and Mobile Apps	5 - Production of software, security and profession	Obligatory

Coordination

Name	Department
GUTIERREZ AGUADO, JUAN	240 - Computer Science

SUMMARY

This subject is structured around seminars/conferences that will be conducted by professionals of recognized prestige who apply TI solutions in different fields. In this way, the student is expected to understand what techniques, approaches, solutions, methodologies, fundamentals, etc. are used by professionals to offer solutions in multidisciplinary fields.

PREVIOUS KNOWLEDGE



Relationship to other subjects of the same degree

There are no specified enrollment restrictions with other subjects of the curriculum.

Other requirements

Specific requirements for this subject are not considered.

OUTCOMES

2234 - M.D. in Web Technology, Cloud Computing and Mobile Apps

- Students should apply acquired knowledge to solve problems in unfamiliar contexts within their field of study, including multidisciplinary scenarios.
- Students should be able to integrate knowledge and address the complexity of making informed judgments based on incomplete or limited information, including reflections on the social and ethical responsibilities associated with the application of their knowledge and judgments.
- Students should communicate conclusions and underlying knowledge clearly and unambiguously to both specialized and non-specialized audiences.
- Students should demonstrate self-directed learning skills for continued academic growth.
- Students should possess and understand foundational knowledge that enables original thinking and research in the field.
- Ability to apply acquired knowledge and solve problems in new or little-known environments within broader and multidisciplinary contexts, being able to integrate this knowledge.
- Capacity for the elaboration, planning, direction, coordination, technical and economic management and the implantation of Web projects.
- Ability to understand and apply ethical responsibility, legislation and professional ethics in the professional practice.
- To foster, in academic and professional contexts, technological, social or cultural advancement within a society based on In knowledge and respect for: a) fundamental rights and equal opportunities between men and women; b) principles of equal opportunities and universal accessibility of persons with disabilities; and, c) the values of a culture of peace and democratic values.

LEARNING OUTCOMES

- Specify and complete computer tasks that are complex, incompletely defined or unfamiliar
- Describe and explain techniques and methods applicable to their particular area of study and identify their limitations
- Organize your own work independently, demonstrating initiative and exercising personal responsibility



- Perform bibliographic searches and reviews using databases and other sources of information
- Learning and improving personal performance as the basis for lifelong learning and professional development
- Communicate effectively both verbally and through other media to a variety of audiences and preferably in a second language
- Appreciate the skills required to work with and lead a team that can consist of different disciplines and different levels of qualification
- Demonstrate awareness of the need for ethical professional conduct in computer science
- Demonstrate awareness of issues at the frontier of their expertise and assess their impact
- Identify appropriate legal, commercial, industrial, economic and / or social contexts for their area of study and explain their relevance
- Acquire the personal skills that facilitate the insertion and professional development

DESCRIPTION OF CONTENTS

1. Thematic areas:

Current IT regulations and their practical application.

Methodologies and tools used in the business field.

Development and implementation of large projects.

Solutions in multidisciplinary fields: bioinformatics, medicine, computer animation, physics, etc.

WORKLOAD

ACTIVITY	Hours	% To be attended
Theoretical and practical classes	20,00	100
Study and independent work	30,00	0
TOTAL	50,00	

TEACHING METHODOLOGY

- Theory class
- Problem resolution
- Project-oriented learning



EVALUATION

Evaluación en línea y/o grado de participación 10%

Evaluación de exposiciones orales 70%

Evaluación de problemas, trabajos, informes y/o memorias 20%