

Escuela Politécnica

### Goi Eskola Politeknikoa | Mondragon Unibertsitatea

Course: 2023 / 2024 - Course planning

[GIH305] INFORMATION SYSTEMS

GENERAL INFORMATION

Studies DEGREE IN COMPUTER ENGINEERING Subject ? Course 3 Mention / Field of

Character COMPULSORY

Modality Face-to-face

Plan 2022 Credits 4,5 Hours/week 4.08 Language CASTELLANO/EUSKARA

Total hours 73.5 class hours + 39 non-class hours = 112.5 total

hours

specialisation

**PROFESSORS** 

MARKIEGI GONZALEZ, URTZI

REQUIRED PREVIOUS KNOWLEDGE

Subjects Knowledge

(No previous knowledge required) (No specific previous subjects required)

**LEARNING RESULTS** LEARNING RESULTS KC SK AB **ECTS** GIR309 - To integrate ICT Solutions and business processes by actively participating in the specification, 3.78 design, implementation and maintenance of information and communication systems taking into account the regulations and regulation of computing at national, European and international levels G-RTR1 - To develop interdisciplinary projects specific to their specialty and of gradual complexity, 0,4 becoming aware of respect for human rights and fundamental rights, and analyzing and assessing the impact of the proposed solutions on the SDGs - to acquire and/or apply basic, advanced and /or avant-garde, demonstrating the ability to work in multidisciplinary teams and/or undertake further studies with a high degree of autonomy G-RTR2 - To express information, ideas and the arguments that support them in an orderly, clear and 0,32 coherent manner, orally and in writing, based on quality information, self-made or obtained from different sources, using inclusive and non-discriminatory language

> Total: 4.5

KC: Knowledge or Content / SK: Skills / AB: Abilities

#### SECONDARY LEARNING RESULTS

RGI390 [!] Definir y gestionar los objetivos y la planificación de un proyecto que le permita adquirir y/o reforzar los conocimientos de tecnologías específicas de su especialidad,- que en ocasiones llegan a la vanguardia del conocimiento- y definir una estrate

LEARNING ACTIVITIES	СН	NCH	TH	
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in	3 h.	1 h.	4 h.	
interdisciplinary contexts, real and/or simulated, individually and/or in teams				

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%	
Prototype / Product	30%	
Comments: Continuous assessment.		

CH - Class hours: 3 h. NCH - Non-class hours: 1 h. TH - Total hours: 4 h.

RGI391 [!] Coordinar el equipo de trabajo, estimulando la cohesión y buen clima para lograr la integración de todas las personas y su contribución para alcanzar un rendimiento apropiado, tanto a nivel individual como grupal, para el desarrollo del proyecto en



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EVALUATION SYSTEM	W	MAKE-UP MECHANI	SMS		
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%		(No mech	anisms)	
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%				
Prototype / Product	30%				
Comments: Continuous assessment.					

RGI392 [!] Identificar y argumentar de forma precisa los ODS en los que incide el proyecto realizado, aportando posibles acciones para la mejora.

LEARNING ACTIVITIES

Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%	
Prototype / Product	30%	
Comments: Continuous assessment.		

CH - Class hours: 2 h. NCH - Non-class hours: 1 h. TH - Total hours: 3 h.

**RGI393** [!] Elabora la memoria del proyecto, aportando argumentos elaborados y haciendo un uso correcto, inclusivo y no discriminatorio del lenguaje.

LEARNING ACTIVITIES			СН	NCH	TH
Development and writing of records, reports, presentation projects/work experience/challenges/case studies/experiendividually and/or in teams			3 h.	1 h.	4 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANI	SMS		
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%		(No mech	anisms)	
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree	50%				

Prototype / Product 30% **Comments:** Continuous assessment. It may be asked to redo the document.

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CH - Class hours: 3 h. NCH - Non-class hours: 1 h. TH - Total hours: 4 h.

RGI394 [!] Realiza una presentación oral del proyecto, justificando las soluciones propuestas con argumentos elaborados y precisos, y haciendo un uso correcto, inclusivo y no discriminatorio del lenguaje.

LEARNING ACTIVITIES	СН	NCH	TH	
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	3 h.	1 h.	4 h.	

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%	
Prototype / Product Comments: Continuous assessment.	30%	

CH - Class hours: 3 h. NCH - Non-class hours: 1 h. TH - Total hours: 4 h.

#### RGI317 [!] Aplica las buenas prácticas en gestión de servicios de Tecnologías de la Información (TI).

LEARNING ACTIVITIES	СН	NCH	тн
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	3 h.	1,2 h.	4,2 h.
Personal study and flexible development of concepts and subjects using active dynamics, to foster more meaningful learning	18 h.	12 h.	30 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	2 h.		2 h.
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	8,5 h.	8,3 h.	16,8 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	2 h.		2 h.
Carrying out exercises and solving problems individually and/or in teams	3 h.	1 h.	4 h.
Practical work in workshops and/or laboratories, individually and/or in teams	8 h.	4 h.	12 h.

#### 

**Comments:** Minimum grade: 5 Project evaluation based on technical rubric

### **MAKE-UP MECHANISMS**

Individual written and/or oral tests or individual coding/programming tests

**Comments:** Students with less than 5 in the Control point must retake the exam. Control point value will be 25% and retake 75%. Practices: Continuous assessment. It may be asked to redo practises, being 5 the maximum grade achievable. Project: There will not be any retake of the individual defense.

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CH - Class hours: 44,5 h. NCH - Non-class hours: 26,5 h. TH - Total hours: 71 h.

RGI318 [!] Conoce la evolución de los sistemas de información, las Aplicaciones Informáticas de la Empresa (AIE) y es capaz de aplicar un proceso de selección de solución con garantías.

LEARNING ACTIVITIES	СН	NCH	ТН
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	1 h.	,1 h.	1,1 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	2 h.		2 h.
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	3 h.	1,4 h.	4,4 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	4 h.	2 h.	6 h.
Carrying out exercises and solving problems individually and/or in teams	6 h.	4 h.	10 h.

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	42%
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	5%
Individual written and/or oral tests or individual coding/programming tests	50%
Prototype / Product	3%
Comments: Minimum grade: 5 Project evaluation based on	

MAKE-UP MECHANISMS
Individual written and/or oral tests or individual coding/programming tests

**Comments:** Students with less than 5 in the Control point must retake the exam. Control point value will be 25% and retake 75%. Practices: Continuous assessment. It may be asked to redo practises, being 5 the maximum grade achievable. Project: There will not be any retake of the individual defense.

CH - Class hours: 16 h. NCH - Non-class hours: 7,5 h. TH - Total hours: 23,5 h.

technical rubric

**EVALUATION SYSTEM** 

### **CONTENTS**

- 1. Business Computer Applications (BCA)
  - 1.1 History of ICT in the enterprise
  - 1.2 Enterprise Architectures
  - 1.3 Porter Model for BCAs
  - 1.4 Governance models (ITIL, COBIT)
- 2. IT solutions procurement process

## LEARNING RESOURCES AND BIBLIOGRAPHY

## Learning resources

**Bibliography** 

Subject notes
Presentations by external Lecturers

Moodle Platform

Video projections

Specific Master Software

https://labur.eus/biblio-GIH305