

[GIH305] INFORMATION SYSTEMS

GENERAL INFORMATION

Studies	DEGREE IN COMPUTER ENGINEERING	Subject	?
Semester	2	Course	3
Character	COMPULSORY	Mention / Field of specialisation	
Plan	2022	Modality	Face-to-face
Credits	4,5	Hours/week	4.08
		Language	EUSKARA/CASTELLANO
		Total hours	73.5 class hours + 39 non-class hours = 112.5 total hours

2030 AGENDA GOALS



PROFESSORS

MARKIEGI GONZALEZ, URTZI

REQUIRED PREVIOUS KNOWLEDGE

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

LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
GI309 - To integrate ICT Solutions and business processes by actively participating in the specification, design, implementation and maintenance of information and communication systems taking into account the regulations and regulation of computing at national, European and international levels		x		3,78
G-RTR1 - To develop interdisciplinary projects specific to their specialty and of gradual complexity, - 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		x		0,4
G-RTR2 - To express information, ideas and the arguments that support them in an orderly, clear and coherent manner, orally and in writing, based on quality information, self-made or obtained from different sources, using inclusive and non-discriminatory language		x		0,32
Total:				4,5

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

SECONDARY LEARNING RESULTS

2RGI391 (2 sem)

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

CH 2 h. NCH 1 h. TH 3 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

30%

Comments: Continuous assessment.

CH - Class hours: 2 h.

NCH - Non-class hours: 1 h.

TH - Total hours: 3 h.

RG318 [!] 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		CH	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		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.
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	42%	Individual written and/or oral tests or individual coding/programming tests		
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%	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.		
Individual written and/or oral tests or individual coding/programming tests	50%			
Prototype / Product	3%			
Comments: Minimum grade: 5 Project evaluation based on technical rubric				
CH - Class hours: 16 h. NCH - Non-class hours: 7,5 h. TH - Total hours: 23,5 h.				

2RGI393 (2 sem)				
LEARNING ACTIVITIES		CH	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	30%			
Comments: Continuous assessment. It may be asked to redo the document.				
CH - Class hours: 3 h.				
NCH - Non-class hours: 1 h.				
TH - Total hours: 4 h.				

RGI317 [!] <i>Aplica las buenas prácticas en gestión de servicios de Tecnologías de la Información (TI)</i>				
LEARNING ACTIVITIES		CH	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.	1,2 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.

EVALUATION SYSTEM

W

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems

12%

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

18%

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

40%

Prototype / Product

30%

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.

CH - Class hours: 44,5 h.

NCH - Non-class hours: 26,5 h.

TH - Total hours: 71 h.

2RGI390 (2 sem)

LEARNING ACTIVITIES

CH

NCH

TH

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 h.

4 h.

EVALUATION SYSTEM

W

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems

20%

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.

MAKE-UP MECHANISMS

(No mechanisms)

CH - Class hours: 3 h.

NCH - Non-class hours: 1 h.

TH - Total hours: 4 h.

2RGI392 (2 sem)

LEARNING ACTIVITIES

CH

NCH

TH

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

2 h.

1 h.

3 h.

EVALUATION SYSTEM

W

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems

20%

MAKE-UP MECHANISMS

(No mechanisms)

Presentation and defence of exercises, case studies, 50%
 computer practical work, simulation practical work,
 laboratory practical work, term projects, end of degree
 project, master's thesis, challenges and problems
 Prototype / Product 30%
Comments: Continuous assessment.

CH - Class hours: 2 h.

NCH - Non-class hours: 1 h.

TH - Total hours: 3 h.

2RGI394 (2 sem)

LEARNING ACTIVITIES

	CH	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%
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.

(No mechanisms)

CH - Class hours: 3 h.

NCH - Non-class hours: 1 h.

TH - Total hours: 4 h.

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

Subject notes
 Presentations by external Lecturers
 Moodle Platform
 Video projections
 Specific Master Software

Bibliography

<https://labur.eus/biblio-GIH305>