



Teaching Guide

Identifying Data					2019/20
Subject (*)	Profesional Practice		Code	614973110	
Study programme	Mestrado Universitario en Computación de Altas Prestacións / High Performance Computing (Mod. Virtual)				
Descriptors					
Cycle	Period	Year	Type	Credits	
Official Master's Degree	2nd four-month period	First	Obligatory	6	
Language	SpanishGalicianEnglish				
Teaching method	Face-to-face				
Prerequisites					
Department	Enxeñaría de Computadores				
Coordinador		E-mail			
Lecturers		E-mail			
Web	aula.cesga.es				
General description	<p>The practices may be developed in public institutions, companies or non-profit entities. Both the Facultade de Informática of the UDC and the Escola Técnica Superior de Eneñaría of the USC have a large group of companies and collaborating institutions through agreements for the realization of practices. In any case, there is a firm commitment from the coordinator of the master to increase the list of collaborating organizations, so that the students of the degree always have the best and most up-to-date offer of internships.</p> <p>Each student will have an academic tutor (teacher-tutor) to which he/she can turn to for any question, doubt or contingency. The company will assign a professional tutor who will be in charge of tutoring the student's work within the company. In addition, it will issue a final report assessing the work of the student, following a standardized model, which will be taken into account by the academic tutor in the assessment.</p>				

Study programme competences / results

Code	Study programme competences / results
A8	CE8 - Be able to apply the acquired knowledge, capabilities and aptitudes to the profesional environment, planning, managing and evaluating project in the high performance computing field
B1	CB6 - Possess and understand the knowledge that give a baseline or opportunity to be original in the development and/or application of ideas, often in a research environment
B2	CB7 - The students have to know how to apply the acquired knowledge and their capacity to solve problems in new or hardly explored environment inside wider contexts (or multidisciplinary) related to its area of development
B3	CB8 - The students have to be able to integrate knowledge and face the complexity to make judgments from information, despite being partial and limited, includes reflexions about the social and ethical responsibilities linked to the application of their judgements and knowledge
B4	CB9 - The students have to be able to communicate their conclusions, their knowledge and the reasons that hold them to specialized and non specialized audience in a clear and unambiguous manner
B5	CB10 - The students have to possess learning skills that allows them to continue to study in a mainly self-driven or autonomous manner
B6	CG1 - Be able to search and select useful information to solve complex problems, using the bibliographic sources of the field
B8	CG3 - Be able to maintain and extend properly funded theoretical hypothesis to allow the introduction and exploitation of novel and advanced technologies in the field
B9	CG4 - Be able to plan and do research, development and innovation tasks in high performance computing related environments
B10	CG5 - Be able to work in teams, specially multidisciplinary, and do a proper time and people management and decision taking
C1	CT1 - Use the basic technologies of the information and computing technology field required for the profesional development and the long-life learning
C2	CT2 - Estimulate the capacity to work in transdisciplinary and interdisciplinary teams to offer proposals that contribute to the economical, social and political sustainable development
C3	CT3 - Be able to manage time and resources: develop plannings, prioritize activities, identify criticism, establish and meet deadlines



C4	CT4 - Value the importance of research, innovation and the technological development in the socioeconomical and cultural advance of the society
C5	CT5 - Understand the importance of the entrepreneurship culture and know the resources available for entrepreneurs

Learning outcomes			
Learning outcomes	Study programme competences / results		
Will have experience in the application of the acquired knowledge in real contexts	AJ8	BJ2 BJ3 BJ10	CJ1 CJ2 CJ3
Will be able to think about how professionals with more experience in real situations apply the knowledge acquired in the master	AJ8	BJ1 BJ5 BJ6	CJ4 CJ5
Will have actual experience in decision making	AJ8	BJ4 BJ8 BJ9	CJ1
Will have experience in adapting to new circumstances in the workplace	AJ8	BJ1 BJ2	CJ1

Contents	
Topic	Sub-topic
Contents of this subject will be related to the contents of one or several subjects of the master and will encourage the student to apply the knowledge, skills and aptitudes acquired in the rest of the subjects to the professional reality.	.

Planning				
Methodologies / tests	Competencies / Results	Teaching hours (in-person & virtual)	Student?s personal work hours	Total hours
Student portfolio	B4 B6	10	0	10
Supervised projects	A8 B1 B2 B3 B4 B5 B6 B8 B9 B10 C1 C2 C3 C4 C5	130	0	130
Personalized attention		10	0	10

(*)The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

Methodologies	
Methodologies	Description
Student portfolio	Periodic and final reports describing the work made by the student during its professional practice.
Supervised projects	Professional practice made by the student in the destination company.

Personalized attention	
Methodologies	Description
Supervised projects	
The student will be professionally mentored by a professional mentor and academically mentored by an academic mentor.

Assessment



Methodologies	Competencies / Results	Description	Qualification
Supervised projects	A8 B1 B2 B3 B4 B5 B6 B8 B9 B10 C1 C2 C3 C4 C5	The academic mentor will consider the opinion of the professional mentor about the development of the student.	20
Student portfolio	B4 B6	The academic mentor will evaluate the work of the student using the periodic final reports.	80

Assessment comments

Sources of information