

### 1. COURSE

CS3T9. Advanced Topics in Bioinformatics (Elective)

### 2. GENERAL INFORMATION

- 2.1 Credits : 4
- 2.2 Theory Hours : 2 (Weekly)
- 2.3 Practice Hours : 2 (Weekly)
- 2.4 Duration of the period : 16 weeks
- 2.5 Type of course : Elective
- 2.6 Modality : ■FaceToFace■
- 2.7 Prerequisites : CS2T1. Computational Biology. (7<sup>th</sup> Sem)

### 3. PROFESSORS

Meetings after coordination with the professor

### 4. INTRODUCTION TO THE COURSE

Write justification for this course here ...

### 5. GOALS

- Write your first goal here.
- Write your second goal here.
- Just in case you need more goals write them here

### 6. COMPETENCES

Nooutcomes

### 7. SPECIFIC COMPETENCES

Nospecificoutcomes

### 8. TOPICS

Unit 1: title for the unit goes here (5)	
Competences Expected:	
Topics	Learning Outcomes
<ul style="list-style-type: none"> <li>• Topic1</li> <li>• Topic2</li> <li>• Topic3</li> </ul>	<ul style="list-style-type: none"> <li>• Learning outcome1 [Levelforthislearningoutcome].</li> <li>• Apply computing in complex problems [Usage].</li> <li>• Create a search engine [Assessment].</li> <li>• Study data structures [Familiarity].</li> </ul>
Readings : [Bibitem1], [Bibitem2]	

<b>Unit 2: another unit goes here (1)</b>	
<b>Competences Expected:</b>	
<b>Topics</b>	<b>Learning Outcomes</b>
<ul style="list-style-type: none"> <li>• Topic1</li> </ul>	<ul style="list-style-type: none"> <li>• Learning outcome xyz [Levelforthislearningoutcome].</li> </ul>
<b>Readings : [Bibitem3], [Bibitem1]</b>	

## 9. WORKPLAN

### 9.1 Methodology

Individual and team participation is encouraged to present their ideas, motivating them with additional points in the different stages of the course evaluation.

### 9.2 Theory Sessions

The theory sessions are held in master classes with activities including active learning and roleplay to allow students to internalize the concepts.

### 9.3 Practical Sessions

The practical sessions are held in class where a series of exercises and/or practical concepts are developed through problem solving, problem solving, specific exercises and/or in application contexts.

## 10. EVALUATION SYSTEM

\*\*\*\*\* EVALUATION MISSING \*\*\*\*\*

## 11. BASIC BIBLIOGRAPHY