

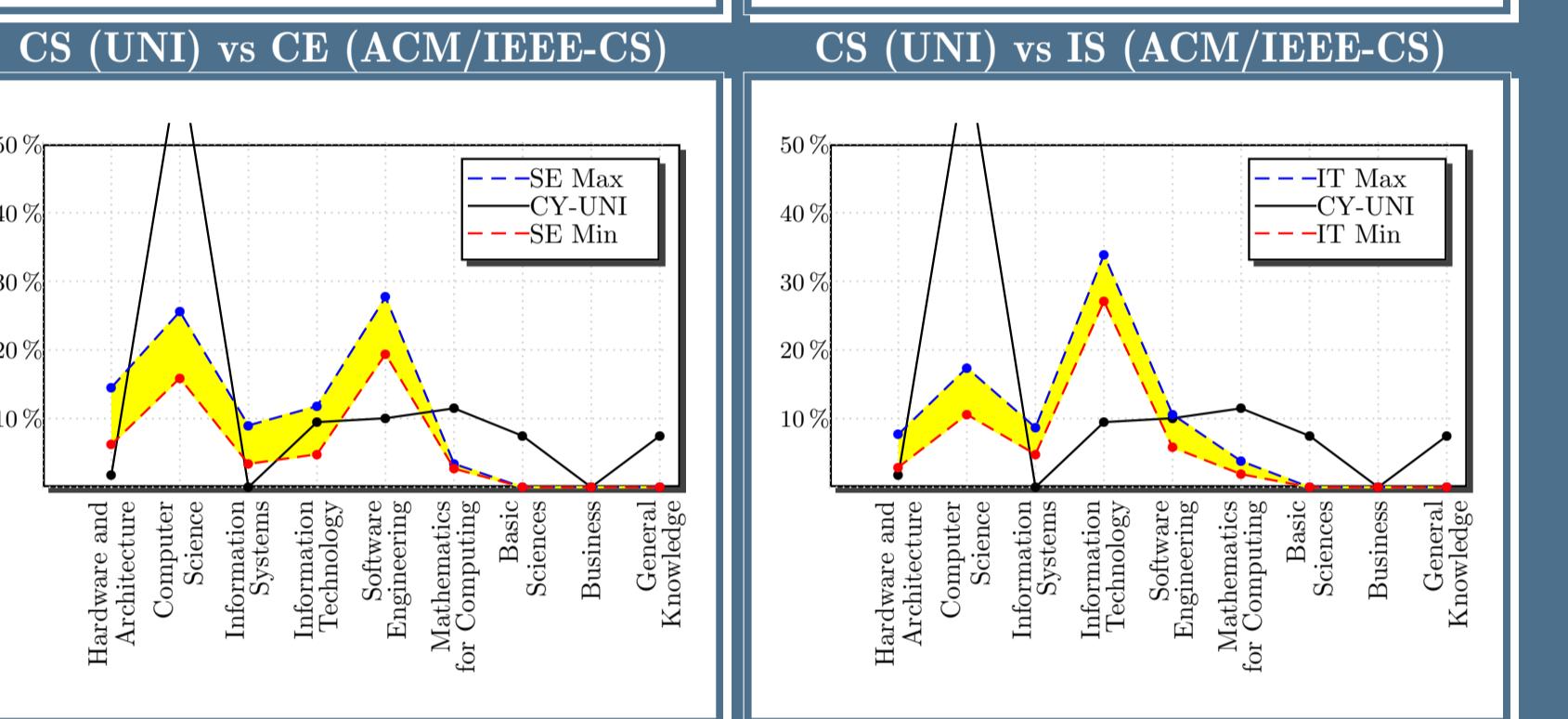
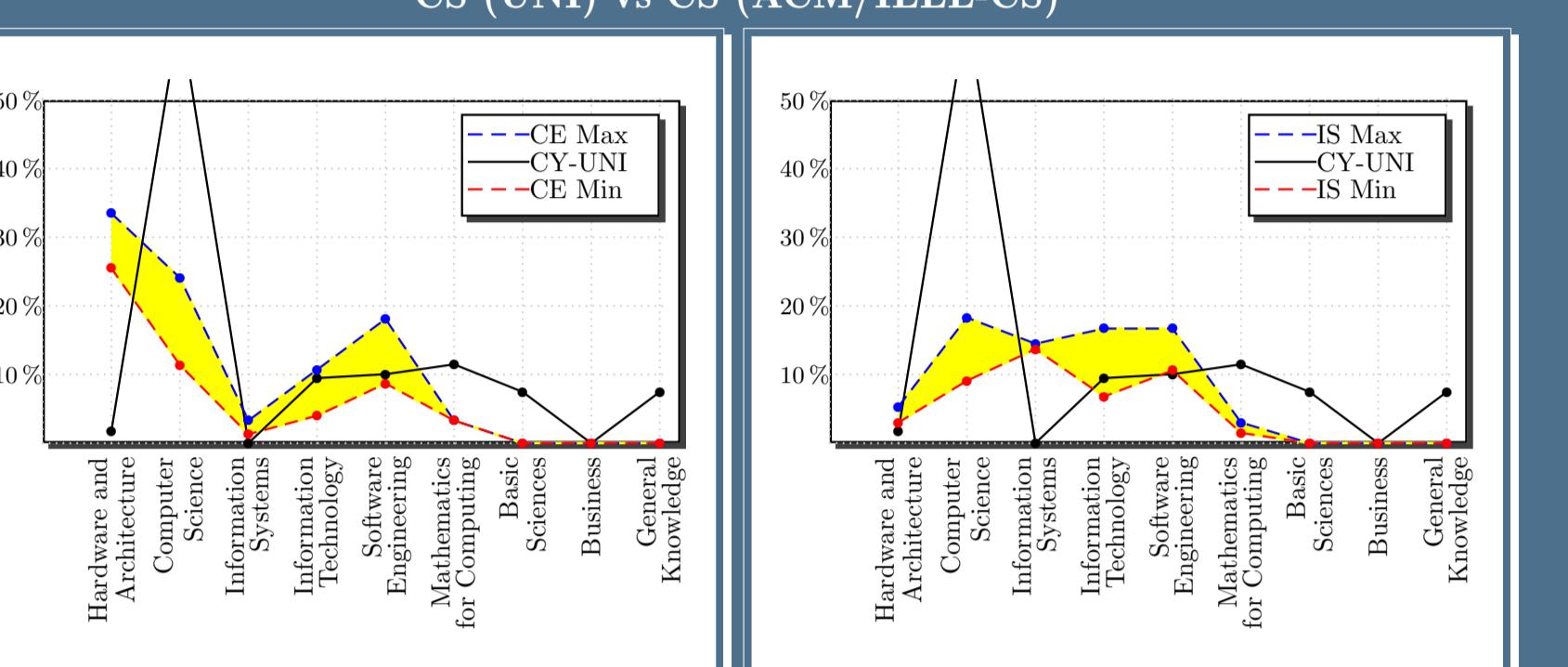
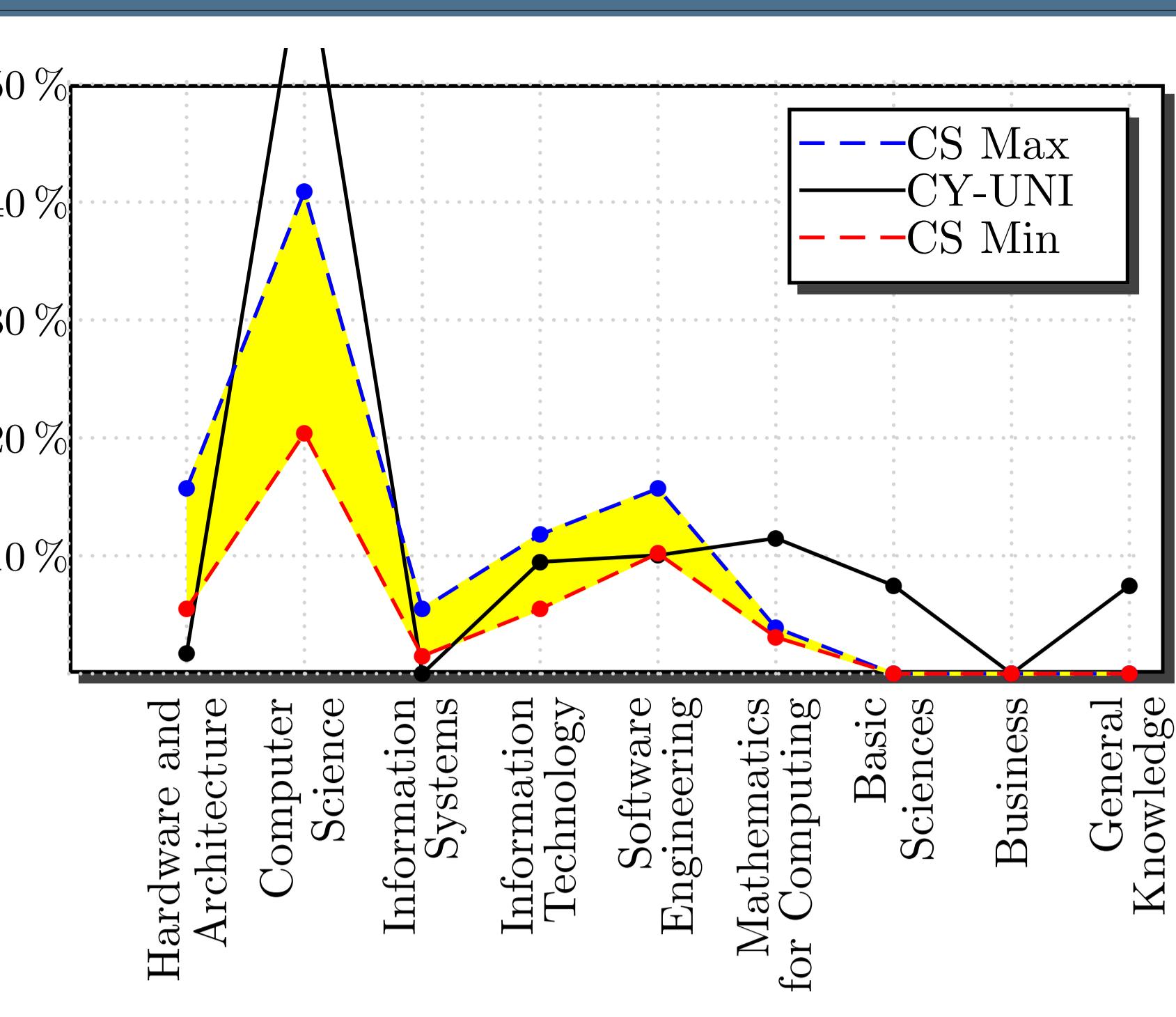


## School of Cybersecurity <https://cy.uni.edu.pe>

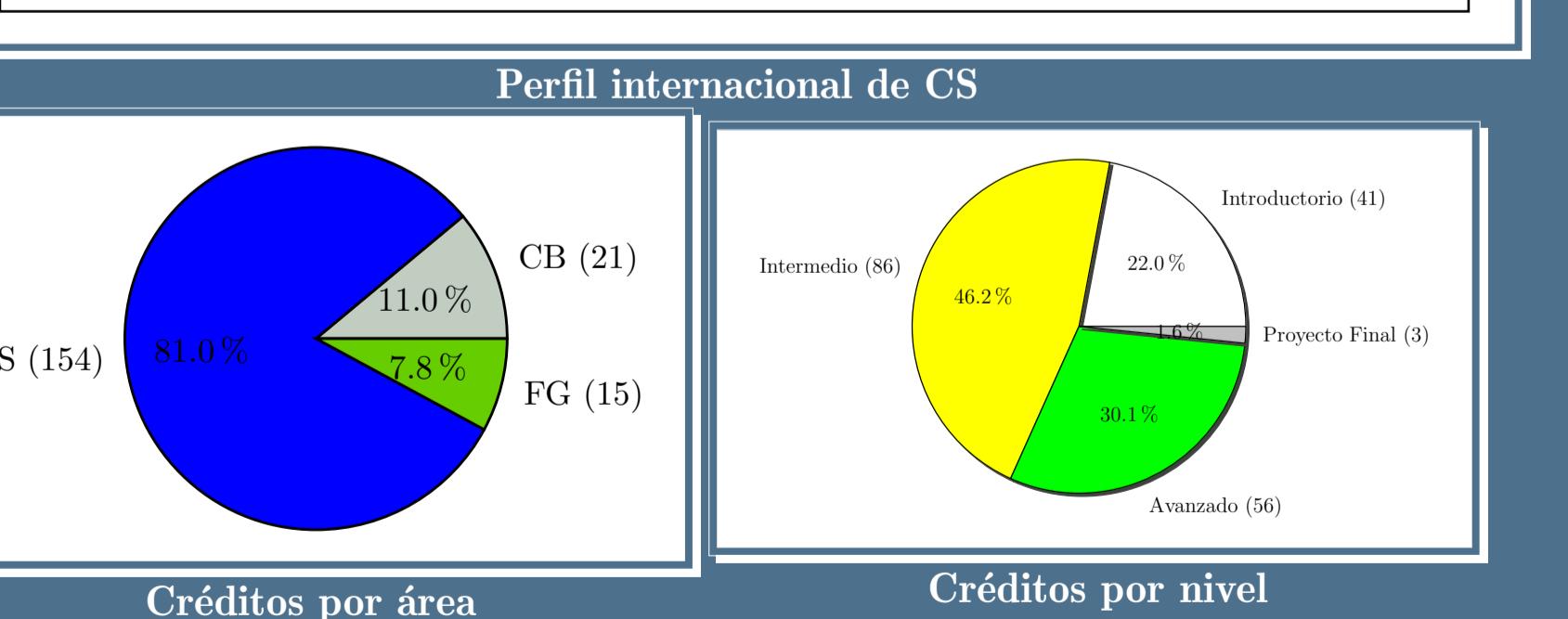
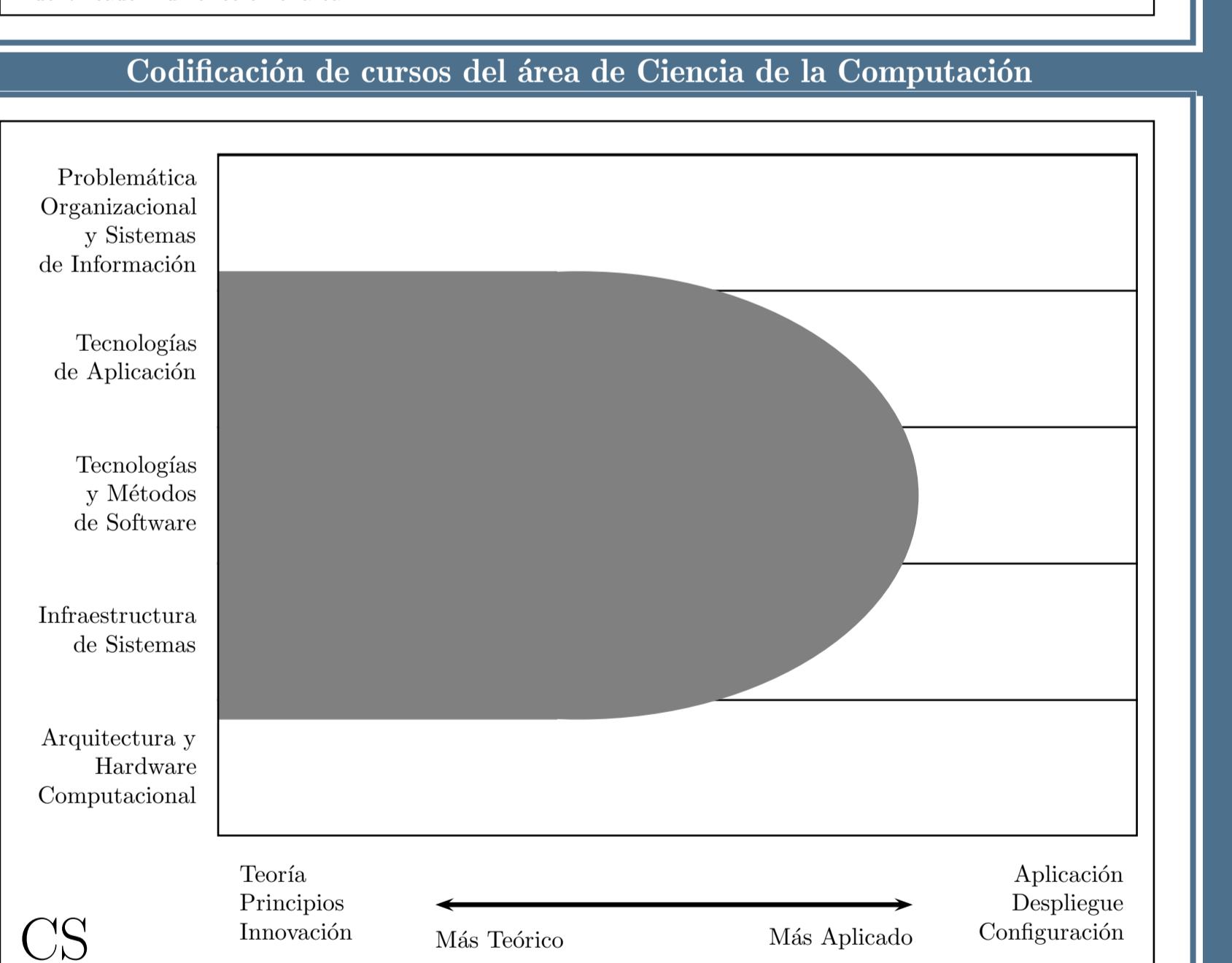
**Mission:** To contribute to the scientific, technological, and technical development of the country by forming competent professionals. We aim to foster the creation of new computational science and technology in Cybersecurity and drive the growth of the software industry through innovation and research. Our goal is to equip our graduates with a comprehensive set of skills, and expertise to solve computational problems while embracing social responsibility.

**Definition:** The professional profile of this professional program can be better understood from figures on the right side. This professional has Computing as the center of his studies. That is, it has computing as an end and not as a means. According to the definition of this area, this professional is called directly to be a promoter of the development of new computational techniques that can be useful at local, national and international level.

Our professional profile is aimed at generating jobs through permanent innovation. Our professional training has three fundamental pillars: a content according to ACM/IEEE-CS Computing Curricula CS2013 and CC2020, a marked orientation to innovation and human/soft skills.

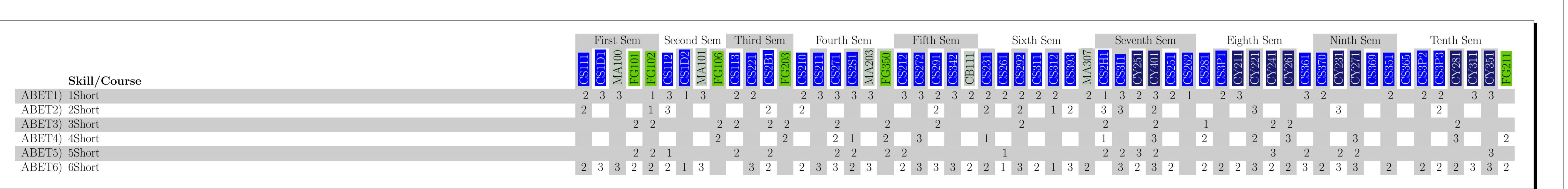


Nivel 1xx = introductorio, 2xx = intermedio, 3xx = avanzado, 4xx = proyecto final de carrera Tema (segundo digito/letra) 1 = Algoritmos y Complejidad (AL) 2 = Arquitectura y Organización (AO) 3 = Bases y Coherencias (BC) 4 = Lenguajes de Programación (PL) 5 = Gráficos y Visualización (GV) 6 = Modelos e Inferencia (MI) 7 = Gestión de Información (IM) 8 = Asuntos Sociales y Prácticas Profesionales (SP) 9 = Ingeniería de Software (SE)	B = Desarrollo Basado en Plataforma (PBD) C = Ciencia Computacional (CN) D = Estructura Discreta (DS) F = Fundamentos del Desarrollo de Software (SDF) H = Interacción Humano-Computadora (HIC) I = Asignación y Manejo de la Información (JAS) P = Computación Paralela y Distribuida (PD) S = Sistemas Operativos (OS) U = Pandemias de Sistemas (SF)
Identificador numérico en el área	



### Educational objectives

- Meet and exceed work environment expectations.
- Perform as a member or leader of a multidisciplinary team.
- Propose up-to-date solutions in Ciberseguridad.
- Effectively communicate technological proposals.
- Keep up to date with new knowledge in Ciberseguridad
- Understand and apply the social and ethical consequences of the profession.



### Definición de Objetivos de Aprendizaje (Learning Outcomes)

**Nivel 1: Familiarizarse (Familiarity):** The student understands what a concept is or what it means. This level of mastery concerns a basic awareness of a concept as opposed to expecting real facility with its application. It provides an answer to the question: What do you know about this?

**Nivel 2: Usar (Usage):** The student is able to use or apply a concept in a concrete way. Using a concept may include, for example, appropriately using a specific concept in a program, using a particular proof technique, or performing a particular analysis. It provides an answer to the question: What do you know how to do?

**Nivel 3: Evaluar (Assessment):** The student is able to consider a concept from multiple viewpoints and/or justify the selection of a particular approach to solve a problem. This level of mastery implies more than using a concept; it involves the ability to select an appropriate approach from understood alternatives. It provides an answer to the question: Why would you do that?