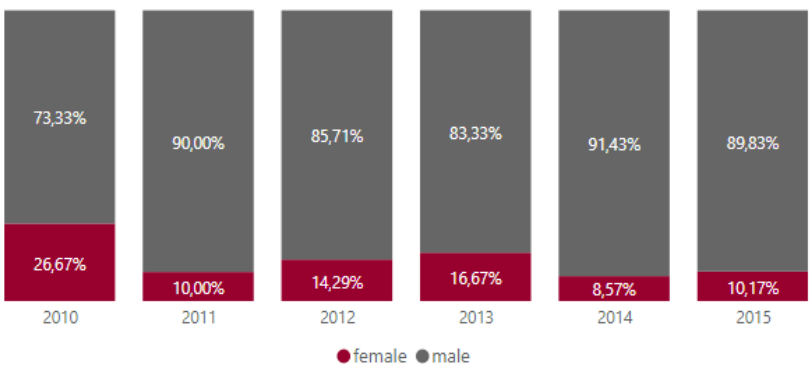
Degree Profile for the Software Engineering program

The Software Engineer from UDLA is a competent, enterprising professional with an international/global vision that supports his/her training in the methodological bases of software development, software architectures, and organizational behavior, allowing him/her to undertake and lead software projects with a vision of excellence, innovation, and social commitment.

The UDLA Software Engineer analyzes, designs, develops, constructs, implements, integrates, verifies, validates, documents, and manages software solutions through a systemic and methodological approach. He/she incorporates new technologies, employs certified practices, and applies his/her technical knowledge and comprehensive training for the benefit of organizations.

It is expected that the Software Engineer at UDLA will perform different roles in multidisciplinary work teams in national and international contexts, respecting the current legal framework, for the benefit of society and committed to the development of the country.

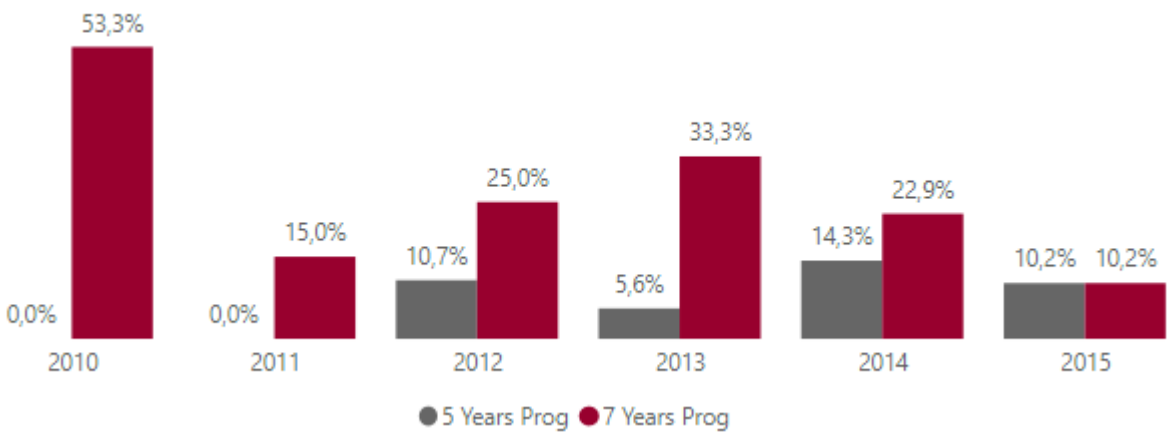
GRADUATION BY GENDER



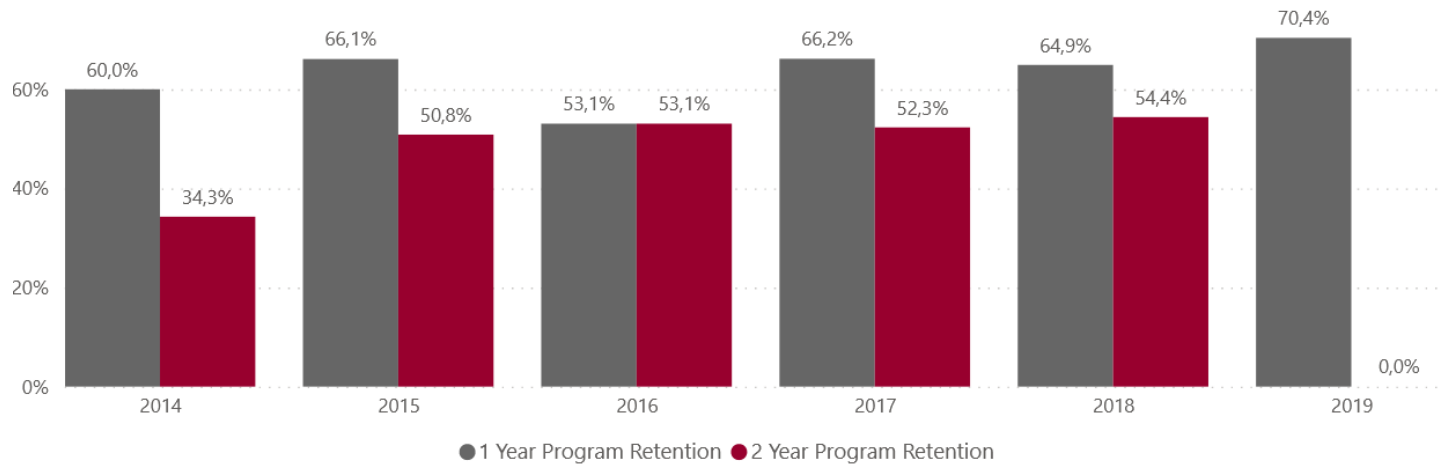
Retention and graduation rates are calculated through the 2019- 2020 academic year, based on new, first-time students entering in the fall semester, regardless of whether they enroll in the daytime or evening version of their program (if available). These rates do not consider incoming transfer students.

The duration of the Software Engineer program has historically been 5 years (10 semesters). Nevertheless, until Fall 2015, students had to first complete all coursework and then the capstone, which extended the time required to finish the program by at least one semester. Therefore,

GRADUATION



RETENTION



Program Learning Outcomes

In every semester, the program provides assessment results according to its Multiannual Assessment Plan (MAP), which typically considers one or more of its program learning outcomes (PLOs). Most programs utilize the platform Brightspace to collect and assess student work and to present the data and evidence of student achievement. These results and their analysis, with the objective of identifying areas for improvement, are presented in the program's annual assessment report.

In the graphic below, the most recent period in which a PLO has been assessed is indicated, with the percentage indicating achievement of the expected performance standard for that PLO, according to the rubric used to evaluate the student work. This standard can be designated at an introductory, intermediate, or final level, depending upon how the course learning outcomes (CLOs) align to each PLO in the program's curriculum map.

A graduate of the Software Engineering program will be able to:

1. Formulate solutions to computational problems by applying research methodologies, logical thinking, mathematical foundations, algorithmic principles, and the theories of Computer Science.
2. Create computer applications through the use of the theories, models, techniques, and methodologies of the software development life cycle.
3. Create software products and services through the application of Information and Communication Technologies concepts.
4. Apply administrative, financial, and entrepreneurial knowledge for management and decision making in the production of software solutions.
5. Manage software projects for the production, incorporation, adaptation, or transfer of computer solutions.
6. Manage the quality of the software product through international standards and metrics.