SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	Babeş Bolyai University
1.2 Faculty	Faculty of Mathematics and Computer Science
1.3 Department	Department of Computer Science
1.4 Field of study	Computer Science
1.5 Study cycle	Master
1.6 Study programme / Qualification	Applied Computational Intelligence

2. Information regarding the discipline

2.1 Name of the	e dis	scipline	Int	ernship in Speciali	zatio	n	
2.2 Course coor	rdin	ator	Pr	of. Dr. Horia F. Pop)		
2.3 Seminar coo	ordi	nator	Pr	of. Dr. Horia F. Pop)		
2.4. Year of study		2.5 Semester	4	2.6. Type of evaluation	С	2.7 Type of discipline	Compulsory

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	16	Of which: 3.2 course	0	3.3 seminar/laboratory	16
3.4 Total hours in the curriculum	192	Of which: 3.5 course	0	3.6 seminar/laboratory	192
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					76
Additional documentation (in libraries, on electronic platforms, field documentation)					76
Preparation for seminars/labs, homework, papers, portfolios and essays					60
Tutorship					76
Evaluations					20
Other activities:					

3.7 Total individual study hours	308
3.8 Total hours per semester	500
3.9 Number of ECTS credits	20

4. Prerequisites (if necessary)

4.1. curriculum	Computer Science Curriculum
4.2. competencies	Theoretical and experimental knowledge in the master specialization Knowledge of modelling of relevant applications Advanced software development knowledge and skills

5. Conditions (if necessary)

5.1. for the course	
5.2. for the seminar /lab	The hosting institutions should provide at least the following
activities	resources:
	• Scientific references for the scientific problem to be investigated
	• Relevant data to help in the validation of any software implementation
	Fully licensed computer space
	Fully licensed software development tools

6. Specific competencies acquired

	C2.1 Identification of appropriate methodologies for software development	
Professional	C2.3 Use of methodologies, specification mechanism and development	
competencies	frameworks for developing software applications	
	C2.5 Development of dedicated software projects	
	CT1 Apply rules to: organized and efficient work, responsibilities of	
Transversal	didactical and scientific activities and creative capitalization of own potential,	
competencies	while respecting principles and rules for professional ethics	
	CT2 Efficient progress of group activities and development of	
	communications skills and collaboration	
	CT3 Use efficient methods and techniques for learning, knowledge gaining,	
	and research and develop capabilities for capitalization of knowledge,	
	accommodation to society requirements and communication in English	

7. Objectives of the discipline (outcome of the acquired competencies)

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7.1 General objective of the	Gaining abilities to execute a product/program in teams, writing project
discipline	documentation, under the supervision of a specialized internship tutor and
_	academic staff
	This internship project is associated to the research project: the research project is
	the scientific and experimental documentation, the internship activity is software
	development related
	Execute a product/program in teamwork
discipline	Write necessary documentations
•	Public project presentation

8. Content

8.1 Course	Teaching methods	Remarks
8.2 Seminar / laboratory	Teaching methods	Remarks
Phase 1. Establish the problem statement to be solved. Study the theoretical implications.	Exposure, description, explanation,	
Phase 2. Establish the scientific methods and models to pursue Scientific investigation on the methods and models and their suitability for the task	Dialog lecture, discussions, team debate	
Phase 3. Develop detailed specifications of the project Project analysis: entities and relations identification, use scenarios, data flow diagrams	Dialog lecture, discussions, team debate	
Phase 4. Design: conceptual data model, logical data model, computation design, physical data model, user interface, application architecture Implementation and testing.	Questioning, discovery	
Phase 5. Integration Testing Experiments, data collection, results evaluation	Case study, cooperation, questioning	
Phase 6. Project presentation and defense	Evaluation	

Bibliography

- 1. M. Frențiu, I. Lazăr, Bazele Programării: Proiectarea Algoritmilor, Ed. Univ. Petru Maior, Tg.Mureș, 2000.
- 2. M. Frențiu, I. Lazăr, S. Motogna, V. Prejmerean, Elaborarea algoritmilor, Ed. Presa Universitara, Clujeana, Cluj-Napoca, 1998.
- 3. M. Frențiu, I.A. Rus, Metodologia cercetării științifice de informatică, Presa universitară clujeană, 2014.
- 4. B. Pârv, Analiza si proiectarea sistemelor, Universitatea Babes-Bolyai, Centrul de Formare Continua si Învatamânt la Distanta, Facultatea de Matematica si Informatica, Cluj-Napoca, ed. a III-a, 2003.
- 5. L. Țâmbulea, Baze de date, Litografia UBB Cluj-Napoca 2001.
- 6. Electronic resources for the specific investigated research subject

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

- The course respects the IEEE and ACM Curricula Recommendations for Computer Science studies;
- Offers an overall perspective of Computer Science domain, and an general expertise for the student
- Offers basic knowledge about teamwork and integration in a software company

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course			
10.5 Seminar/lab activities	Project evaluation	The institution tutor assesses the performance of the interns. The faculty mentor assesses the activities (based on the Activity Report).	80% 20%
10.6 Minimum performance standards			
➤ At least grade 5	(from a scale of 1 to 10)		

10.04.2024	Signature of course coordinator	Prof. Dr. Horia F. Pop
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Date of appr	oval	Signature of the head of department
		Assoc. Prof. Dr. Adrian Sterca