## Fecultad de Informátice

## Grading System

Description of the Qualification System, Marks and Grading Mechanism in the Faculty

# Grading System 

## Facultad de Informática - Universidad Politécnica de Madrid

## Overview of the Grading System

Qualification marks in Spain, as in many European Higher Education Institutions, are subjective absolute grades, rather than relative rankings, like qualification schemas in US. This means that the qualification marks are given according to an absolute evaluation of the student's performance in a general scope, not compared with rest of the students in the same subject. This leads to a grading system without a related comparison among the students in the same year, but with a comparative scale of the students of several courses.

This document provides a general overview of the Facultad and the Graduate Degree it grants, as well as the grading system in Spain, specially focused at the one implemented in our institution. As subjective absolute scale, there is no mechanism to balance the qualification marks themselves. To complement this evaluation schema, in this document we provide few additional information, based on historical records, to manage the ranks from a given student.

## General overview of the Facultad de Informática

## Introducing Facultad de Informática

The Facultad de Informática is one of the 19 engineering schools of Universidad Politécnica de Madrid, and was founded in 1976 from the former Instituto de Informática. In 1988 Facultad de Informática moved to Campus de Montegancedo 20 km West from downtown. The Facultad is divided into four main departments, a departmental section, and an intercampus department:
o Computer Architecture and Technology (DATSI)
Artificial Intelligence (DIA)
o Languages, Computer Systems and Software Engineering (DLSIIS)
o Applied Mathematics (DMA)
o Photonic Technology (DTF). Departmental Section.
o Linguistics Applied to Science and Technology (DLACT). Intercampus Department.

## Description of the Facultad de Informática

What is a Facultad (Faculty) in Spain? The notion of Facultad and Department is slightly different at the Universidad Politécnica de Madrid, and in Spain in general, than at other universities and may be confusing at first.

At a Facultad or School in Universidad Politécnica de Madrid (UPM) the number of students is very high - close to 2500 in the case of Facultad de Informática- and so is the number of academic staff - around 180 professors and lecturers. Therefore, instead of having a single very large Computer Science Department, as would be the case in many other Universities, UPM has one School -Facultad- with several Departments. Each Department is in charge of the teaching and practical training concerning a given area of disciplines. And these disciplines are all related to one and the same degree -Ingeniero en Informática, equivalent to an MSc in Computer Sciences in the European High Education Standards, which is awarded by the Facultad de Informática. This degree is divided into two cycles: first and second, both being developed at the Facultad de Informática.

## Graduate Degrees Offered at the Facultad de Informática

Ingeniero en Informática. As mentioned before it consists of two cycles: first cycle with an academic development in two yearly courses: primer curso and segundo curso, and second cycle with an academic duration of three yearly courses: tercer curso, cuarto curso and quinto curso. At the end of the second cycle the student is committed to develop a Proyecto Fin de Carrera (Final Term Project), writing and defending a Final Term Dissertation.

## Detailled Structure of the Degree of "Ingeniero en Informática"

The program is based on a five-year program and a Final Term Project and, because of its extension and content, it is usually compared with foreign degrees as a combined Bachelors+Masters of Sciences degree.

The first two years are common to almost all students, and they are intended to provide a broad base of computer science engineering by covering the major subjects of computing engineering in depth.

The last three years are focused on more specialized subjects and students are given the chance to match their abilities to their interests by providing a range of optional subjects, from which they have to choose a given number of credits each year.

The last step to get their degree is the Final Term Project, which normally involves not only application development but also some research work. Students undertake this research project at a company or at a departmental laboratory and submit a dissertation in about 6 to 9 months.

## ECTS Credit System and its application in FI-UPM

The European Credit Transfer System (ECTS) is partially implemented at Facultad de Informática. It is used for Course Commitment Load estimations, and for Record Transcript interchanges with other Universities within the Erasmus Programme.

Some words have to be said on how Facultad de Informática estimates the equivalence between ECTS and UPM credits. An UPM credit is evaluated having into consideration lecturing time. If the number of hours a course is devoted to lecturing and works at the classroom is $\boldsymbol{n}$ the equivalent number of UPM credits is $\boldsymbol{n} / \mathbf{1 0}$, as a credit is equivalent to $\mathbf{1 0}$ lecturing hours. On the other hand it is admitted that the maximum number of ECTS credits per academic year should not surpass 60. As the ECTS credit is evaluated from an equivalent of $\mathbf{1 0}$ working hours, a UPM credit is equivalent to 1.5 ECTS credits to have into account an overhead of $50 \%$ personal workload.

## Course Structure Diagram

The degree is structured into five Academic Years. Each student is supposed to follow a total number of credits per year given in the table below:

| Yearly <br> Courses | Compulsory <br> Credits <br> (UPM/ECTS) | Optional <br> Credits <br> (UPM/ECTS) | Free Choice <br> Credits <br> (UPM/ECTS) | Total |
| :--- | :--- | :--- | :--- | :--- |
| $1^{\text {st }}$ Course | $63 / 94$ | $0 / 0$ | $9 / 13.5$ | $\mathbf{7 2 / 1 0 8}$ |
| $2^{\text {nd }}$ Course | $75 / 112$ | $0 / 0$ | $0 / 0$ | $\mathbf{7 5 / 1 1 2}$ |
| $3^{\text {rd }}$ Course | $54 / 81$ | $15 / 22.5$ | $9 / 23.5$ | $\mathbf{7 8 / 1 1 7}$ |
| $4^{\text {th }}$ Course | $48 / 72$ | $19.5 / 29.5$ | $10.5 / 15.5$ | $\mathbf{7 8 / 1 1 7}$ |
| $5^{\text {th }}$ Course | $33 / 50$ | $28.5 / 42.5$ | $10.5 / 15.5$ | $\mathbf{7 8 / 1 1 7}$ |

A total number of 15 Free Choice UPM Credits (22.5 ECTS) may be taken within a programme of practical work in an institution outside UPM, such in Industry or a Research Institution. A Final Term Project for the total amount of 6 UPM Credits (9 ECTS) credits is compulsory to obtain the final degree.

## Course Development and Examinations

Most courses are quarterly except some few ones, which are annual. The year is divided into two terms or semesters, the first one starting the last week of September to the last week of January with a break of two weeks for Xmas. The second one starts the last week of February to the last week of May with a break of one week for Passover. At the end of each term, during the three first weeks of February and in June, there are examinations given for each course concerning the material covered during that quarter. For annual courses there are three examination sessions: one ordinary in June, and two extraordinary in September and February,
although students can only do examinations in two sessions out of the three possible ones. For quarterly courses there are two examination sessions: one ordinary at the end of the quarter (either February or June) and one extraordinary in September.

## Grading System

Grading system in Spain is ranked from 0 to 10 points, being 5 the minimum qualifications to pass a given subject. Marks bellow these 5 points are considered unsuccessful terms and the subject should be examined again for the next semester. In order to be granted with the degree of Ingeniero en Infromática the students should pass (get 5 or more points) in all the Compulsory Courses and also in a number of Optional and Free Choice Courses to cover the minimum credits mentioned above. This qualification schema is also followed by the evaluation of the Final Term Project, which is also mandatory.

Together with the marks ranked from 0 to 10, there is also a qualitative label, which is also included in the grading system.

| From (>=) | To (<) | Label |
| :---: | :---: | :--- |
| 0 | 5 | Suspenso / Not Passed |
| 5 | 7 | Aprobado / Passed |
| 7 | 9 | Notable / Good |
| 9 | 10 | Sobresaliente / Very Good |
| 10 | 10 | Matrícula de Honor / With Honours |

The qualification of "Matricula de Honor" is a very special honour granted only to the students with the best marks (10 out of 10 points). This special label can only awarded to the top 5\% of the students in a given course. Although there are only 5\% of the students who can get this grant, in practice there are few less than this theoretical $5 \%$ limit (from 1\% to $2 \%$ indeed) for these nominations. Any student with this special performance honour can be considered as highly outstanding in the matter of the course.

## Qualification Grades of UPM compared with other Universities in Spain

The Universidad Politécnica de Madrid is one of the best institutions in Spain in Engineering Studies. In particular Facultad de Informatica has been referred as the best School in Spain in Computer Science/Computer Engineering (see http://www.fi.upm.es for further details). In Europe, our University is also considered one of the best Higher Education Institutions, being member of several education networks of excellence, like ATHENS, SEFI, ETF, TEMPUS, and others.

The marks obtained by the students from our university should be considered with the standards of quality of our university. Although other universities could use the same grading system (in Spain), the amount of effort and the performance demanded to the students in our institution is quite exigent, as the statistics below show. If the qualifications would be considered compared with other universities, please take into account this exigency level.

## Statistics of the Grading System

These statistics are computed as the percentage of students attending all the courses (Compulsory and the others) that have obtained each of these labelled qualifications.

In order to be as updated as possible, these data have been computed using the ordinary examination session of all the courses in the year 2003/2004. These data have been calculated with a population of 12636 evaluations.

| Label | Percentage | Aggregated $^{1}$ |
| :--- | :---: | :---: |
| Matricula de Honor | $0,66 \%$ | $0,66 \%$ |
| Sobresaliente | $4,26 \%$ | $4,92 \%$ |
| Notable | $13,19 \%$ | $18,11 \%$ |
| Aprobado | $21,69 \%$ | $39,81 \%$ |
| Suspenso ${ }^{2}$ | $60,19 \%$ | $100,00 \%$ |

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## Annexe

## List of Courses and General Syllabus

FIRST COURSE

| Code | Subject | Category | Type | Cred. UPM | Cred. ECTS |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 130 | Infinitesimal Calculus | Compulsory | Annual | 15 | 22.5 |
| 131 | Programming Methodology | Compulsory | Annual | 15 | 22.5 |
| 132 | Discrete Mathematics | Compulsory | Quarterly (1Q) | 7.5 | 11 |
| 133 | Physical Foundations of Informatics |  | Compulsory | Quarterly (1Q) | 7.5 |
| 134 | Linear Algebra | Compulsory | Quarterly (2Q) | 7.5 | 11 |
| 135 | Foundations of Computer Hardware | Compulsory | Quarterly (2Q) | 7.5 | 11 |
| 136 | Formal Logic | Compulsory | Quarterly (2Q) | 3 | 11 |

## SECOND COURSE

| Code | Subject | Category | Type | Cred. UPM | Cred. ECTS |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 200 | Theoretical Informatics | Compulsory | Annual | 9 | 13.5 |
| 201 | Probability and Statistics | Compulsory | Quarterly (1Q) | 6 | 9 |
| 202 | Computer Technology | Compulsory | Quarterly (1Q) | 4.5 | 6.5 |
| 203 | Computer Structure | Compulsory | Quarterly (1Q) | 9 | 13.5 |
| 204 | Data Structures I | Compulsory | Quarterly (1Q) | 6 | 9 |
| 205 | Mathematical Analysis | Compulsory | Quarterly (1Q) | 7.5 | 11 |
| 206 | Data Structures II | Compulsory | Quarterly (2Q) | 7.5 | 11 |
| 207 | Systematic Program Development | Compulsory | Quarterly (2Q) | 4.5 | 6.5 |
| 208 | Operating Systems | Compulsory | Quarterly (2Q) | 6 | 9 |
| 209 | Computer Structure Laboratory | Compulsory | Quarterly (2Q) | 6 | 9 |
| 210 | Statistical Inference | Compulsory | Quarterly (2Q) | 4.5 | 6.5 |
| 211 | Computational Logics | Compulsory | Quarterly (2Q) | 4.5 | 6.5 |

THIRD COURSE

| Code | Subject | Category | Type | Cred. UPM | Cred. ECTS |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 300 | Numerical Calculus | Compulsory | Annual | 10.5 | 15.5 |
| 301 | Operations Research | Compulsory | Annual | 10.5 | 15.5 |
| 302 | Computer Networks | Compulsory | Quarterly (1Q) | 9 | 13.5 |
| 303 | Computer Architecture | Compulsory | Quarterly (1Q) | 9 | 13.5 |
| 304 | Concurrent Programming | Compulsory | Quarterly (1Q) | 4.5 | 6.5 |
| 305 | English for Informatics I | Compulsory | Quarterly (2Q) | 6 | 9 |
| 306 | Program Development Model | Compulsory | Quarterly (2Q) | 4.5 | 6.5 |
| 307 | Digital System Design | Optional | Quarterly (1Q) | 6 | 9 |
| 308 | Geometric Techniques | Optional | Quarterly (1Q) | 6 | 9 |
| 309 | Enterprise Organisation and Management | Optional | Quarterly (1Q) | 4.5 | 6.5 |
| 310 | Complex Analysis | Optional | Quarterly (1Q) | 6 | 9 |
| 311 | Microcontroler Design | Optional | Quarterly (2Q) | 6 | 9 |
| 312 | Semiconductor Materials and Electronic | Optional | Quarterly (1Q) | 9 | 13.5 |
|  | Devices |  |  |  |  |
| 313 | Logic Design Structuring | Optional | Quarterly (2Q) | 6 | 9 |
| 314 | $\underline{\text { Introduction to Economics }}$ | Optional | Quarterly (2Q) | 4.5 | 6.5 |
| 315 | Graph Theory | Optional | Quarterly (2Q) | 4.5 | 6.5 |
| 316 | Theory of Curves and Surfaces | Optional | Quarterly (2Q) | 4.5 | 6.5 |


| 317 | Logic Programming | Optional | Quarterly (2Q) | 6 |
| :--- | :--- | :--- | :--- | :--- |
| 318 | Information Theory | Optional | Quarterly (2Q) | 6 |

FOURTH COURSE

| Code | Subject | Category | Type | Cred. UPM | Cred. ECTS |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 400 | Software Engineering I | Compulsory | Annual | 9 | 13.5 |
| 401 | Artificial Intelligence | Compulsory | Annual | 9 | 13.5 |
| 402 | Compilers | Compulsory | Annual (1Q) | 9 | 13.5 |
| 403 | Network Architectures | Compulsory | Quarterly (1Q) | 6.5 |  |
| 404 | Operating System Design | Compulsory | Quarterly (1Q) | 9 | 13.5 |
| 405 | Data Bases | Compulsory | Quarterly (2Q) | 7.5 | 11 |
| 406 | VLSI Design | Optional | Annual | 9 | 13.5 |
| 408 | Process Control | Optional | Quarterly (1Q) | 9 | 13.5 |
| 409 | Computer Design and Evaluation | Optional | Quarterly (1Q) | 6 | 9 |
| 410 | Fractal Geometry | Optional | Quarterly (1Q) | 6 | 9 |
| 411 | Digital Signal Processing | Optional | Quarterly (1Q) | 6 | 9 |
| 412 | Numerical Method Optimisation | Optional | Quarterly (1Q) | 6 | 9 |
| 413 | Declarative Programming | Optional | Quarterly (1Q) | 4.5 | 6.5 |
| 414 | Pattern Recognition | Optional | Quarterly (1Q) | 6 | 9 |
| 415 | English for Informatics II: Reading and | Optional | Quarterly (1Q) | 6 | 9 |
|  | Comprehension of Computer Science Texts |  |  | 9 | 9 |
| 416 | Computational Geometry | Optional | Quarterly (1Q) | 6 | 9 |
| 417 | Real Time Systems | Optional | Quarterly (2Q) | 6 | 9 |
| 418 | Architectures with Inner Parallelism | Optional | Quarterly (2Q) | 7.5 | 11 |
| 419 | Distributed Operating Systems | Optional | Quarterly (2Q) | 9 | 13.5 |
| 420 | $\underline{\text { Instrumentation and Data Acquisition }}$ | Optional | Quarterly (2Q) | 6 | 9 |
| 421 | Cryptography: Systems and Protocols | Optional | Quarterly (2Q) | 6 | 9 |
| 422 | Wideband Data Networks | Optional | Quarterly (2Q) | 6 | 9 |
| 423 | Graphical Techniques | Optional | Quarterly (2Q) | 6 | 9 |
| 424 | Programming Environment | Optional | Quarterly (2Q) | 4.5 | 6.5 |
| 425 | Simulation Methods | Optional | Quarterly (2Q) | 6 | 9 |
| 426 | Extensions of Logic Programming | Optional | Quarterly (2Q) | 6 | 9 |
| 427 | Connexionist Artificial Intelligence: Neural | Optional | Quarterly (2Q) | 6 | 9 |
| 428 | Networks |  |  | 9 | 9 |
|  | Writing Techniques for Computer Science | Optional | Quarterly (2Q) | 6 | 9 |

FIFTH COURSE

| Code | Subject | Category | Type | Cred. UPM | Cred. ECTS |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 500 | Informatic Systems | Compulsory | Annual | 15 | 22.5 |
| 501 | Knowledge Engineering | Compulsory | Quarterly (1Q) | 6 | 9 |
| 502 | Software Engineering II | Compulsory | Quarterly (1Q) | 12 | 18 |
| 503 | Computability Theory | Optional | Annual | 9 | 13.5 |
| 504 | Reasoning Models | Optional | Annual | 9 | 13.5 |
| 505 | Multiprocessor Architectures | Optional | Quarterly (1Q) | 6 | 9 |
| 506 | Integration-Oriented Architectures | Optional | Quarterly (2Q) | 9 | 13.5 |
| 507 | Information Protection | Optional | Quarterly (1Q) | 6 | 9 |
| 508 | Deductive Data Bases | Optional | Quarterly (1Q) | 6 | 9 |
| 509 | Distributed Data Bases | Optional | Quarterly (1Q) | 6 | 9 |
| 510 | Engineering of Communication Protocols | Optional | Quarterly (2Q) | 6 | 9 |
| 511 | Distributed Systems: Communication | Optional | Quarterly (2Q) | 6 | 9 |
|  | Architectures |  |  |  | 9 |


| 513 | Decision Support Systems | Optional | Quarterly (1Q) | 6 | 9 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 514 | Optoelectronic Technology and Systems for Informatics | Optional | Quarterly (1Q) | 4.5 | 6.5 |
| 515 | Natural Language | Optional | Quarterly (1Q) | 6 | 9 |
| 516 | The Computer Science Function in the Enterprise | Optional | Quarterly (1Q) | 4.5 | 6.5 |
| 517 | Information Systems Evaluation | Optional | Quarterly (1Q) | 6 | 9 |
| 518 | Techniques for Spoken Presentation of Computer Science Topics and Conversation in the Professional Environment | Optional | Quarterly (2Q) | 6 | 9 |
| 519 | Design of Discrete Control Systems | Optional | Quarterly (1Q) | 4.5 | 6.5 |
| 520 | Scientific Computation Techniques | Optional | Quarterly (1Q) | 4.5 | 6.5 |
| 521 | Fault-Tolerant Computing | Optional | Quarterly (2Q) | 6 | 9 |
| 523 | Architec. for Signal and Image Processing | Optional | Quarterly (2Q) | 9 | 13.5 |
| 524 | Deepening in Software Engineering | Optional | Quarterly (2Q) | 6 | 9 |
| 525 | Object-Oriented Data Bases | Optional | Quarterly (2Q) | 6 | 9 |
| 526 | Design, Planning and Management of Data Communication Systems | Optional | Quarterly (2Q) | 6 | 9 |
| 527 | Techniques for Solid Modelling, Realism and Animation | Optional | Quarterly (2Q) | 6 | 9 |
| 528 | Vector and Parallel Processing | Optional | Quarterly (2Q) | 7.5 | 11 |
| 529 | Cognitive Science | Optional | Quarterly (2Q) | 6 | 9 |
| 530 | Robotics and Computational Perception | Optional | Quarterly (2Q) | 6 | 9 |
| 531 | Validation of Knowledge-Based Systems | Optional | Quarterly (2Q) | 6 | 9 |
| 532 | Automatic Learning | Optional | Quarterly (2Q) | 6 | 9 |
| 533 | Informatic Auditing | Optional | Quarterly (2Q) | 4.5 | 6.5 |
| 534 | Practical Project: Building a Software | Optional | Quarterly (2Q) | 6 | 9 |

FREE CHOICE SUBJECTS

| Code | Subject | Recomm. | Type | Cred. UPM | Cred. ECTS |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 600 | General Informatics* | $1{ }^{\text {st }}$ Course | Quarterly (1Q) | 9 | 13.5 |
| 601 | Mathematics Laboratory* | $1{ }^{\text {st }}$ Course | Quarterly (1,2Q) | 4.5 | 6.5 |
| 602 | French for Beginners* | $1{ }^{\text {st }}$ Course | Quarterly (1,2Q) | 4.5 | 6.5 |
| 603 | English Laboratory* | $1{ }^{\text {st }}$ Course | Quarterly (1,2Q) | 4.5 | 6.5 |
| 604 | Recreational Mathematics* | $1{ }^{\text {st }}$ Course | Quarterly (1,2Q) | 4.5 | 6.5 |
| 605 | Personal Computer Laboratory* | $2^{\text {nd }}$ Course | Quarterly (2Q) | 4.5 | 6.5 |
| 606 | Programming Fundamentals for Operating Systems* | $2^{\text {nd }}$ Course | Quarterly (1Q) | 6 | 9 |
| 607 | Domotics and Intelligent Buildings* | $3{ }^{\text {rd }}$ Course | Quarterly (2Q) | 4.5 | 6.5 |
| 608 | Administration in Windows 2000* | $4^{\text {th }}$ Course | Quarterly (2Q) | 6 |  |
| 609 | Image Analysis and Processing in | $4^{\text {th }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |
| 611 | Teledetection* ${ }^{\text {Professional }}$ Aspects of Software | $4^{\text {th }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |
| 612 | Engineering* | $3{ }^{\text {rd }}$ Course | Quarterly (2Q) | 4.5 | 6.5 |
|  | Networks* |  |  |  |  |
| 613 | Digital Speech Processing* | $4^{\text {th }}$ Course | Quarterly (2Q) | 4.5 | 6.5 |
| 614 | History of Computing* | $4^{\text {th }}$ Course | Quarterly (2Q) | 4.5 | 6.5 |
| 617 | Frontiers of Science* | $4^{\text {th }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |
| 620 | Electronic Commerce* | $5^{\text {th }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |
| 621 | CRM and Enterprise Intelligence* | $5^{\text {th }}$ Course | Quarterly (2Q) | 4.5 | 6.5 |
| 623 | Digital System Design | $3{ }^{\text {rd }}$ Course | Quarterly (1Q) | 6 | 9 |
| 624 | Geometric Techniques | $3{ }^{\text {rd }}$ Course | Quarterly (1Q) | 6 | 9 |
| 625 | Enterprise Organization and Management | $3{ }^{\text {rd }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |

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Complex Analysis
Microcontroller Design
Semiconductor Materials and Electronic Devices

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633 Logic Programming
634 Information Theory
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$668 \quad$ Numeric Modelling for Engineering $\quad 5^{\text {th }}$ Course
669 Decision Support Systems
$670 \quad$ Optoelectronic Technology and Systems for Informatics
671 Natural Language $5^{\text {th }}$ Course
672 The Computer Science Function in the Enterprise
674 Techniques for Spoken Presentation of $5{ }^{\text {th }}$ Course Computer Science Topics and Conversation in the Professional Environment

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| 675 | Design of Discrete Control Systems | $5^{\text {th }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |
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| 676 | Scientific Computation Techniques | $5^{\text {th }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |
| 677 | Fault-Tolerant Computing | $5^{\text {th }}$ Course | Quarterly (2Q) | 6 | 9 |
| 679 | Architectures for Signal and Image | $5^{\text {th }}$ Course | Quarterly (2Q) | 9 | 13.5 |
|  | Processing |  |  |  |  |
| 681 | Object-Oriented Data Bases | $5^{\text {th }}$ Course | Quarterly (2Q) | 6 | 9 |
| 682 | Design, Planning and Management of Data Communication Systems | $5^{\text {th }}$ Course | Quarterly (2Q) | 6 | 9 |
| 683 | Techniques for Solid Modelling, Realism and Animation | $5^{\text {th }}$ Course | Quarterly (2Q) | 6 | 9 |
| 684 | Vector and Parallel Processing | $5^{\text {th }}$ Course | Quarterly (2Q) | 7.5 | 11 |
| 685 | Cognitive Science | $5^{\text {th }}$ Course | Quarterly (2Q) | 6 | 9 |
| 686 | Robotics and Computational Perception | $5^{\text {th }}$ Course | Quarterly (2Q) | 6 | 9 |
| 687 | Validation of Knowledge-Based Systems | $5^{\text {th }}$ Course | Quarterly (2Q) | 6 | 9 |
| 688 | Automatic Learning | $5^{\text {th }}$ Course | Quarterly (2Q) | 6 | 9 |
| 689 | Informatic Auditing | $5^{\text {th }}$ Course | Quarterly (2Q) | 4.5 | 6.5 |
| 691 | Design of WEB Services* | $5^{\text {th }}$ Course | Quarterly (1Q) | 6 | 9 |
| 692 | Fundamentals of Automatic Speech | $4^{\text {th }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |
| 693 | Recognition* Implementation of Real-Time Speech | $4^{\text {th }}$ Course | Quarterly (2Q) | 4.5 | 6.5 |
|  | Processing Algorithms on DSP Platforms* |  |  |  |  |
| 694 | Computer Science Implications on the | $5^{\text {th }}$ Course | Quarterly (2Q) | 3 | 4.5 |
|  | Environment* |  |  |  |  |
| 695 | Video Conferencing*** | $1^{\text {st }} \text { and } 2^{\text {nd }}$ cycles | Quarterly (1,2Q) | 6 (max.) | 9 (max.) |
| 696 | Introduction to Space Technology* | $3{ }^{\text {rd }}$ Course | Quarterly (1Q) | 3 | 4.5 |
| 697 | Mathematical Techniques for Computer | $3{ }^{\text {rd }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |
|  | Science Project Management* |  |  |  |  |
| 698 | Graphical Techniques for Planning* | $3{ }^{\text {rd }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |
| 699 | Personal Software Development I* | $4^{\text {th }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |
| 700 | Logic and Algebraic Verification of | $4^{\text {th }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |
|  | Computer Systems* |  |  |  |  |
| 701 | Personal Software Development II* | $4^{\text {th }}$ Course | Quarterly (2Q) | 4.5 | 6.5 |
| 702 | Collaborative Work Focussing* | $5^{\text {th }}$ Course | Quarterly (2Q) | 4.5 | 6.5 |
| 703 | Digital Image Processing* | $4^{\text {th }}$ Course | Quarterly (2Q) | 3 | 4.5 |
| 704 | Multimedia Programming* | $4^{\text {th }}$ Course | Quarterly (1Q) | 4.5 | 6.5 |

## Important Remarks

* The subjects marked with an asterisk are the true Free Choice Subjects. The remaining subjects are Optional Subjects, which may be taken also as Free Choice Subjects, except for the following ones:

| 517 | Information Systems Evaluation | $5^{\text {th }}$ Course | Quarterly (1Q) | 6 | 9 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 524 | Deepening in Software Engineering | $5^{\text {th }}$ Course | Quarterly (2Q) | 6 | 9 |
| 534 | Practical Project: | Building a Software | $5^{\text {th }}$ Course | Quarterly (2Q) | 6 |

** Free Choice Subjects offered by Video Conferencing from the facilities of the Facultad de Informática:

Adaptive and Neural Systems in Artificial Intelligence
Quarterly (1Q)
Internet Resources for Research Studies in Environmental Problems
Quarterly (2Q)
Free Choice Subjects offered by Video Conference from other Schools or Universities:
History of the Books and the Written Culture
Quarterly (1Q)
Multimedia Telecommunication Systems
Current View of the Universe: Relativity, Quantum Mechanics and Cosmology
Quarterly (1Q)
Creation of Enterprises
Quarterly (1Q)
Elements from the Philosophy of Science
Quarterly (2Q)
Quarterly (2Q)


[^0]:    ${ }^{1}$ This value actually means the percentage of students with this grade or better.
    ${ }^{2}$ This item also includes students that do no try the final examination, thus they do not pass the course.

[^1]:    $\qquad$

[^2]:    5

