

SPECIALIZATION IN

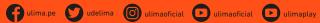
- Software Engineering
- Information Systems
- Information Technology
- Video Game Development

In order to graduate from the Systems Engineering Undergraduate Program, students must prove that they have completed the intermediate level of English, French, German, Italian or Portuguese by submitting a language proficiency certificate issued by any of the institutes recognized by Universidad de Lima.















SYSTEMS ENGINEERING

Faculty of Engineering

Graduate students from the Systems Engineering Undergraduate Program are prepared to face the challenges and demands of organizations in a globalized context. They propose, implement, validate and manage innovative solutions based on information technologies with a comprehensive approach, allowing organizations to satisfy their needs and achieve their strategic objectives.



SYSTEMS ENGINEERING Faculty of Engineering

LEVEL I	LEVEL II	LEVEL III	LEVEL IV	LEVEL V	LEVEL VI	LEVEL VII	LEVEL VIII	LEVEL IX	LEVEL X
Basic Mathematics	5 Calculus I	Fundamentals of Systems Engineering	3 Statistics and Probability	Applied Statistics	Operations Research I	Simulation	Research Proposal Workshop	Research Seminar I	Research Seminar II
Research Methodologies	3 Economics and Business	Calculus II	4 Calculus III	Systems Modeling and Integration	Financial Management	Operations Management	Risk Management	Strategic Planning	Systems Control and Audit
Personal and Social Development	3 Linear Algebra	Computer Management	Accounting Management	2 Operations Costing	3 Legislation and Ethics	Evaluation of Systems Engineering Projects	3 Digital Marketing	Project Management	Human Capital Management
Language and Communication I	3 Philosophy Topics	Discrete Structures in Computer Science	Business Organization	Development of Managerial Skills	Startup Workshop	Business Intelligence Systems	3 ERP Systems	Advanced Information Systems	Enterprise Architecture
Globalization and Contemporary Peruvian Issues	Language and Communication II	Introduction to Programming	Object-Oriented Programming	Business Process Engineering	Data Engineering	Database Management	Decision Support Systems	Predictive Data Analytics	Big Data Analytics
Civic Ethics	Social and Political Processes	4 Physics I	Fundamentals of Electricity and Electronics	Data Structures and Algorithms	Programming Languages	Software Engineering I	Machine Learning	Quality Assurance	Video Game Programming
		Computer Architecture	4 Operating Systems	Human-Computer Interaction	Computer Networks	Web Programming	Software Engineering II	Information Technology Services Management	Software Architecture
				Data Communication		Seminar on Networks	Mobile Programming	Information Technology Architecture	Information Technology Systems Security
				Internet of Things		Cloud Computing	Data Center Architecture		Cybersecurity

Mandatory credits 20 Mandatory credits 20 Mandatory	datory credits 21 Mandatory credits 22 Mandatory	ory credits 20 Mandatory credits 20 Mandatory credits	18 Mandatory credits 16	Mandatory credits 16 Mandatory credits 10
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Mandatory subjects of the General Studies Program Mandatory subjects of the Systems Engineering Undergraduate Program Elective subjects of the Systems Engineering Undergraduate Program Subjects in common among the undergraduate programs of the Faculty*



Credit Summary No. of Credits Type of Credit **General Studies** 40 Mandatory Faculty 143 Mandatory Total Elective Subjects 22 Elective 205 **Total Credits**

UNIVERSIDAD DE LIMA

^{*} The Faculty of Engineering comprises the Civil Engineering, Industrial Engineering and Systems Engineering undergraduate programs.