

## SYLLABUS COURSE DESCRIPTION

COURSE TITLE	Introduction to Management Engineering
COURSE CODE	75005
SCIENTIFIC SECTOR	ING-INF/04
DEGREE	Bachelor in Computer Science and Engineering
SEMESTER	2nd Semester
YEAR	1st
CREDITS	8

TOTAL LECTURING HOURS	48
TOTAL LAB HOURS	24
PREREQUISITES	The course is a first year Bachelor course. No prerequisites are required other than open mind and willingness to experiment
COURSE PAGE	https://ole.unibz.it/

SPECIFIC	<ul> <li>Type of course: "affini o intergrativi" for L-31 and "carattterizzanti"</li></ul>
EDUCATIONAL	for L-08 <li>Scientific area: "formazione affine" for L-31 and "Ingegneria</li>
OBJECTIVES	gestionale" for L-8
	Introduction to management engineering teaches the basic key concepts, ideas and methods of each of the following disciplines: Information systems, operations, economics & finance, logistics & supply chain management and technology management. Technology development trends are also outlined.

LECTURER	Davide Taibi office POS 3.11, Faculty of Computer Science, Piazza Domenicani 3, davide.taibi@unibz.it, +39 0471 016185
SCIENTIFIC SECTOR OF THE LECTURER	ING-INF/04
TEACHING LANGUAGE	English
OFFICE HOURS	Friday 10:30-12:30, or per email arrangement
TEACHING	Oliver Kutz: Oliver.Kutz@unibz.it



## Fakultät für Informatik Facoltà di Scienze e Tecnologie informatiche Faculty of Computer Science

ASSISTANT	
OFFICE HOURS	Tuesday, 18:00, POS 3.03, Faculty of CS, POS Building, piazza Domenicani 3.
LIST OF TOPICS COVERED	<ul> <li>Demand and supply</li> <li>Production and costs</li> <li>Market theory and structures</li> <li>Theory and value of the firm</li> <li>Processes and competition</li> <li>Quality management</li> <li>Resource planning</li> <li>Finance and accounting principles Security Policies</li> </ul>
TEACHING FORMAT	The course is a mix of conventional teaching methods (frontal lectures, exercise, project work) and novel more inspirational techniques involving game-playing, role-playing and physical construction of artifacts

LEARNING OUTCOMES	<ul> <li>Knowledge and understanding</li> <li>know various application areas, including their local, national and international economic context</li> </ul>
	<ul> <li>know and understand interdisciplinary aspects of computer science, such as social according ontroproportial and professional aspects</li> </ul>
	Applying knowledge and understanding
	<ul> <li>be able to apply the knowledge in a working context;</li> </ul>
	Making judgments
	<ul> <li>be able to collect useful data and to judge information systems and their applicability;</li> </ul>
	Communication skills
	<ul> <li>be able to explain a project activity or a scientific study, also to non-experts;</li> </ul>
	Learning Skills
	<ul> <li>have acquired learning capabilities that enable them to carry out project activities in companies, public institutions or in distributed development communities;</li> </ul>

ASSESSMENT	In the project part of the exam we will assess the learning outcomes related to the application of the acquired knowledge and the ability to work autonomously, to design a software and/or hardware prototype that aims to solve a real-world problem. In the oral exam we will assess the learning outcome related to "knowledge and understanding" and those related to the student ability to learn
ASSESSMENT LANGUAGE	English
EVALUATION CRITERIA AND CRITERIA FOR AWARDING MARKS	<ul> <li>Final mark composed by</li> <li>30% project work</li> <li>70% oral exam</li> <li>Relevant for oral exam: clarity of answers, ability to summarize, evaluate, and establish relationships between topics.</li> <li>Relevant for project work: Identified solution, documentation</li> </ul>



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	completeness, process compliance and artifact quality.
REQUIRED READINGS	All course reading material is provided in the course by the lecturer.
SUPPLEMENTARY READINGS	-
SOFTWARE USED	No specific requirements