SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	Babeș-Bolyai University
1.2 Faculty	Mathematics and Computer Science
1.3 Department	Computer Science
1.4 Field of study	Computer Science
1.5 Study cycle	Bachelor
1.6 Study programme / Qualification	Artificial Intelligence

2. Information regarding the discipline

2.1 Name of the discipline (en) (ro)	Professional communication and career plan in computer science Comunicare și dezvoltare profesională în informatică					
2.2 Course coordinator	**Alexandru Roja**					
2.3 Seminar coordinator	**Alexandru Roja**					
2.4. Year of study	1	2.5 Semester	1	2.6. Type of evaluation	C	2.7 Type of discipline	Optional
2.8 Code of the discipline	MLR7005					

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

3.1 Hours per week	2	Of which: 3.2 course		3.3 seminar/laboratory	0
3.4 Total hours in the curriculum	28	Of which: 3.5 course		3.6 seminar/laboratory	0
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					10
Additional documentation (in libraries, on electronic platforms, field documentation)					10
Preparation for seminars/labs, homework, papers, portfolios and essays					10
Tutorship					7
Evaluations					10
Other activities:					

3.7 Total individual study hours	47
3.8 Total hours per semester	75
3.9 Number of ECTS credits	3

4. Prerequisites (if necessary)

4.1. curriculum	●
4.2. competencies	●

5. Conditions (if necessary)

5.1. for the course	• Course room with videoprojector
5.2. for the seminar /lab activities	

6. Specific competencies acquired

Professional competencies	
Transversal competencies	CT1 Honorary component, responsibility, etical, in the spirit of the law to assure the profession reputation CT2 Identification, description and implementation of the processes of project management with different roles, and clear description, verbally and written in Romanian language and in one international language of results in the field of computer science CT3 To demonstrate the spirit of initiative and action to update the economic professional knowledge and organizational culture

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

7.1 General objective of the discipline	• Initiation of the students in communication and management in the field of computer science.
7.2 Specific objective of the discipline	• Ability to create written and oral communication (documentation, reports, articles) • Ability to communicate verbally: participation at discussions, presentations • Professional development • Initiation in career paths

8. Content

8.1 Seminar / laboratory	Teaching methods	Remarks
1. Presentation of the faculty, study plans, structure of the studies	Presentation	
2. Professional communication	Presentation, discussions	
3. Written, verbal and visual communication	Presentation, discussions	
4. How to write a good CV and how to promote yourself	Presentation, discussions	
5. Domains of computer science	Presentation, discussions	
6. Management and internal organization of a software company	Presentation, discussions, case study	

7. Managerial roles and hierarchies in software companies	Presentation, discussions, case study	
8. Organizational culture and strategic management in software companies	Presentation, discussions, case study	
9. Leadership, team management and soft skills in software companies	Presentation, discussions, case study	
10. Technical organization of software companies	Presentation, discussions, case study	
11. Innovation in software companies	Presentation, discussions, case study	
12. Technical projects in software companies	Presentation, discussions, case study	
13. Career pathways in research, intrapreneurship and entrepreneurship	Presentation, discussions, case study	
14. Final evaluation	Evaluation	

Bibliography

John Schermerhorn, Exploring Management, Wiley, 2012
Stephen Robbins, Timothy Judge, Organizational Behavior, Pearson, 2023
Albert Ferdinand Aalders, Cultivating Organizational Excellence, Springer, 2023
Harold Kerzner, Al Zeitoun, Ricardo Viana, Project Management Next Generation: The Pillars for Organizational Excellence, Wiley, 2022
Mantas Vilkas, Orgaizational Models for Industry 4.0, Springer 2023
Peter Hawkins, Leadership team coaching in practice: case studies on creating highly effective teams, Koganpage, 2023
Jeffrey Brown, Leading the Digital Workforce: IT Leadership Peak Performance and Agility
George Goethals, Scott Allison, Georgia Sorenson, The SAGE Encyclopedia of Leadership Studies, 2023
Doris Schedlitzki, The SAGE Handbook of Leadership, 2023
Rune Todnem, Organizational Change, Leadership and Ethics, Routledge, 2023
S. Motogna - Suport de curs, slide-uri disponibile in intranet
ACM – Professional Competencies – acm.org
●———IEEE – Computer Science Curricula ieee.org

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 is aligned with IEEE and ACM recommendation for Computer science curricula and specialization.
- The course will provide an overview of computer science domains and will offer a general perspective of computer science field.
- The course will generate fundamental knowledge, skills and abilities in the field of software companies organization and management.
- The course will provide necessary skills, abilities and knowledge for working environment and organizations in the field of computer science.

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)
10.4 Course	Applications of methods and practical knowledge	Written exam.	50%
	Student portfolio	Case studies and practical activities	30%
		Tests	20%
10.5 Seminar/lab activities			
10.6 Minimum performance standards			
➢ For each criterion the minimum grade is 5.			

Date	Signature of course coordinator	Signature of seminar coordinator
25 April 2023	....	....

Date of approval   Signature of the head of department

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