

# COURSE DESCRIPTION

## Systems Sciences Foundations

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Lecturer  
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School of Engineering  
Universidad Distrital Francisco José de Caldas

2025-I



# Outline

- 1 You Don't Know Who I Am
- 2 Course Overview
- 3 Grading & Rules
- 4 Bibliography



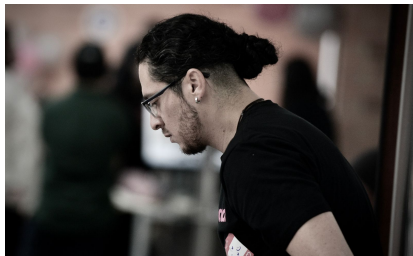
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# Academic Experience

- **Computer Engineer, MSc.** in Computer Engineering, and *researcher* for the past **15 years**.
- 8 years as a **full-time associate professor** at various colleges for **Computer Engineering programs**.
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# Non-academic Experience



- **Co-organizer** of **PyCon Colombia** and **Python Bogotá**; collaborated with *ScipyLATAM* and *Jupyter LATAM*.
- +3 years working as a **Software Engineer** for several **tech** companies in Colombia.
- 3 years working as a **Technical Leader** in **Machine Learning** and **Data Science** at a U.S. startup.
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# Overview

This course is designed to **introduce undergraduate students** to **foundations of systems sciences** as an integration of **artificial intelligence** and **cybernetics**. Also, it will provide students with **tools** and **models** for solve **complex problems in systems**.

Classes will consist of **lectures**, **discussions**, and **practical examples**. Also, you will be required to complete some readings in *computer sciences*. In addition, there will be a **semester-long project**, as well **one final test**, **three workshops**, and **ten additional assignments**.

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# Goals

The **main goal** of this course is to **provide** undergraduate students with **different concepts** and **tools** for solving **real-life problems** using **artificial intelligence & cybernetics**.

At the end of this course you should be able to **create** a full system design of an **engineering solution** using **artificial intelligence/cybernetics**.

Classic



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# Prerequisites

This is a basic course, so you should have some knowledge of:

- **Programming** in Java, Python, or C++.
- **Object-Oriented Programming fundamentals.**
- Basic concepts of **Systems Analysis and Design.**
- Basic usage of Git and GitHub.
- Using **IDEs** such as VS Code, Eclipse, or PyCharm.

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# Syllabus

Period	Topic	Time
Period I	Systems Sciences Introduction	<u>6 sessions</u>
	Workshop on Systems Design	<u>1 session</u>
	Systems Sciences Fundamentals I	7 sessions
	Workshop on Dynamical Systems	1 session
	Course Project Catch-Up	1 session
Period II	Systems Sciences Fundamentals II	<u>6 sessions</u>
	Workshop on Machine Learning	1 session
	Systems Sciences Applications	7 sessions
	Workshop on Cybernetics	1 session
	Final Test	1 session
Period III	Projects Dissertation	2 sessions

*Paper  
Poster  
report*

Table: Schedule for Period I



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# Grades Percentages

Period	Item	Percentage
Period I	Assignments	5% -
	Workshops	20% -
	Project Catch-Up	10%
Period II	Assignments	5% -
	Workshops	15% -
	Final Test	15%
Period III	Paper + Poster	5%
	Project Implementation	10 %
	Project Report	15 %

1%  
10%

40%

**Table:** Systems Sciences Foundations Grades Distribution



# Don't hate the player, hate the game

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- Copying and pasting from internet is **forbidden**. Please, **develop** your own solutions.
- Class attendance is **not mandatory**. If you **miss** classes, you must *study by yourself*.
- No cell-phones, no smartwatches, no whatsapp, no tinder, no smartanything. **Just you and your brain**. Pay attention at clase.
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# Code of Conduct

- Always be **respectful** to your **classmates** and to me. You must be **kind** with everyone inside (~~and outside~~) the classroom.
- There is **no** a better **programming language**, **tool**, or **technology**. There are only **better** or **worse** solutions.
- You must be **honest** with your work. If you **don't know something**, just **ask** me. I will be **glad** to help you.
- You must be **responsible** with your work. If you don't submit **on time**, please **don't cry**.
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# Bibliography

## Recommended bibliography:

- Systems Science by Peter Checkland.
- Systems Thinking, Systems Practice by Peter Checkland.
- Introduction to Systems Thinking by Daniel Aronson.
- Thinking in Systems by Donella Meadows.
- Cybernetics by Norbert Wiener.
- An Introduction to Cybernetics by W. Ross Ashby.
- Cybernetics and Systems by R. Trappl.
- Cybernetics and Systems Theory in Management by Fredmund Malik.
- Cybernetics and Management by Stafford Beer.
- Cybernetics and the Philosophy of Mind by Kenneth Sayre.





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# Thanks!

## Questions?



URL: [www.linkedin.com/in/casierrav](https://www.linkedin.com/in/casierrav)

