

# Software Design I

## Season 2024-I

### Paper Guidelines

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As follows you will have the guidelines for the paper that you must submit as part of the course project.

1. Paper must be written in english in *IEEE format* (I recommended you to use an *OverLeaf template*).
2. Structure of the paper should be something like: abstract (1/4 page), introduction (1 page), methods and materials (1-2 pages), experiments and results (1-2 pages), conclusion (1/4 to 1/2 page), bibliography.
3. First revision must be a **draft**, it means, write introduction, first version of methods and experiments, first definition of experiments to be performed, first list of references into bibliography. Also, you must build a **poster** to summary your paper topic.
4. You should use any kind of draw to explain your model, architecture, or solution, but in text must be a full explanation about it.
5. The goal of your paper is:
  - For the **project**: provide a good comprehension of about how the use *computation techniques* to **solve real-life problems**.
  - For **research**: provide something called *state-of-the-art*.

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Any comment or concern related to this document could be send to Carlos A. Sierra at e-mail: *cavirguezs@udistrital.edu.co*