



Code: INF/01

Credits: 3

Matter: Computing for Economists

Main language of instruction: Italian

Other language of instruction: English

Teaching Staff

Head instructor

Prof. Carlo Drago - carlo.drago@unicusano.it

Introduction

1. Objective of the course :

The main objective of the course is to provide an introduction to the structure of computers. The main applications considered on the course are in economics, in business and in finance. In particular, the course will introduce to the document creation and also techniques to use spreadsheets in real cases using VBA programming. The main feature of the course and of learning is the need for the student to work on real applications. The emphasis, in this case, is on the application of the concepts learned during the course which can be immediately reusable in professional economics contexts.

Objectives

2. Course Structure:

The course is organized in these parts:

1) Word

2) Excel

Etivities

To influence the rigor of learning the course contains a practical part consisting of the application of the concept learned over the course (etivities). The applied work will be discussed in class **which requires a previous work by the students.**

Competencies:

- Knowledge and understanding skills in Computing with economics applications.
- Ability to apply statistical knowledge and understanding to real cases and real problems
- Ability to draw conclusions
- Communication skills
- Ability to learn

3. Programme of the course:

Subject 1. Computing

Subject 2. Word

Subject 3. Excel

Subject 4. Etivities

Evaluation system and criteria

The assessments of course is based on the following criteria:

1) Final exam and an optional Etivites or exercise to be completed by the student

The points exam will be assigned on:

- 1) A theoretical part based on Computing for economists on the examination (30 points at maximum)
- 2) The etivity adequately sent the day before the examination (3 points at maximum)

The maximum score is 30 cum Laude which is an higher score than 30.

Bibliography and resources

4. Materials to consult:

Lecture Notes and academic educational material of the course, books, other materials useful to learning agreed with the instructor.



5. Recommended bibliography:

The official guides for the computational environments studied during the course.