

	Implementation schedule	Physically/ remotely	Contact hours	Autonomous work for students (max hours)	Learning outcomes
Activity 1	Introduction to Computational Modeling in Fish and Seafood Processing	Remotely	4	5	Understand basic principles of computational modeling applied to fish and seafood processing
Activity 2	Numerical Methods for Engineering Problems in Seafood Processing	Remotely	4	11	Apply numerical methods to solve engineering problems related to seafood processing operations
Activity 3	Regression Analysis and Data Modeling of Seafood Processing Data	Remotely	4	11	Analyze experimental data from fish and seafood processes using regression techniques
Activity 4	Simulation and Optimization Using EXCEL	Remotely	3	12	Use EXCEL for simulation and optimization of seafood processing parameters
Activity 5	Scientific Writing for Computational Assignments	Remotely	3	12	Develop scientific writing skills through structured computational assignments
Activity 6	Data Analysis and Presentation of Computational Results	Remotely	6	12	Develop presentation skills by communicating computational results effectively
Activity 7	Integrated Case Studies in Fish and Seafood Processing	Remotely	3	12	Integrate computational tools to evaluate and compare alternative seafood processing scenarios

Activity 8	Student Presentations on Computational Applications in Fish and Seafood Processing	Remotely / Physically	3	20	Enhance proficiency in written and oral communication within the field, using specialized scientific terminology
Total Hours			30	95	125