PROJETO MULTIMODAL

Master in Engenharia Informática

Code: 26209

Main Scientific Area: Computer Science

Lecturer: Patrícia Isabel Sousa Trindade Silva Leite

Language of Instruction: Portuguese

Regime: S2

Contact Hours: 30h Total Workload: 138h

ECTS: 6,0

Objectives

This course unit aims to expose students to the project-based teaching method (PBL) interlinking the different contents and objectives of the PAs of this semester in a single project. Students are expected to obtain skills that enable the specification and implementation of multimodal solutions. Whenever possible, the study will be based on practical cases of real application

Learning Outcomes

Students who successfully complete this course must acquire the following knowledge and skills: Define the requirements of an application and choose the appropriate technical solutions to define requirements. Application of author and multimedia tools for the elaboration of visual / audio contents. Use of techniques, programming languages and architecture standards for the development of mobile applications. Definition of the technical specifications of mobile devices necessary for their applicability and optimization of performance. Modeling and design of databases to support applications on mobile devices.

Course Contents

Depending on the objectives of each team, including: 1. Integration in the work team; 2. Definition of the tasks to be performed; 3. Applied skills and acquired competences; 4. Evaluation of the PBL methodology (project-based learning); 5. Self-assessment ofindividual and team performance.

Recommended Bibliography

Bibliografia indicadas para as unidades curriculares leccionadas no presente semestre

Learning and Teaching Methods

The development process in PBL allows the masters to gain the ability to configure an environment developing solutions in the cloud, knowledge of components and equipment typically used in the course areas, as well as the norms associated with the projects. THE learning methodology creates unique teaching opportunities for students, explore the creativity, the critical spirit and the teamwork to reach the different objectives proposed by the teams at the beginning of each project.

Assessment Methods

The evaluation will be as follows:

Final Note = 25% A + 50% B + 25%C

A (REQUIREMENTS AND ANALYSIS)

B (DEVELOPMENT)

C (FINAL PRESENTATION (INCLUDES POSTERS OR OTHER MATERIALS))