

CLOUD COMPUTING PROJECT

Master in Engenharia Informática

Code: 27202

Main Scientific Area: Computer Architecture, Distributed Systems and Cybersecurity

Lecturer: Luis Gonzaga Martins Ferreira

Language of Instruction: Portuguese

Regime: S1

Contact Hours: 30h Total Workload: 130h

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, modulation and implementation of cloud solutions. Whenever possible, the study will be based on practical cases of real application

Learning Outcomes

The student should be able to explore and apply knowledge in the area of Software Engineering, namely analysis and development, applied to the development of solutions for highly complex problems.

It is also intended to contribute to the development of the student skills of authenticity, intellectual challenge and accomplishment, public product, and collaboration

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 competencies;
4. Evaluation of the PBL methodology (project-based learning);
5. Self-assessment of individual and team performance.

Recommended Bibliography

Chou, A. Y., Chou, D. C. (2010). Cloud computing from the perspective of system analysis

Soon, C. B., White, D. C. (2010). How Cloud Computing Changes Systems Analysis and Design. Ccv, 148–152.
https://doi.org/10.5176/978-981-08-5837-7_175

Project Based Learning : Real Questions. Real Answers. How to Unpack PBL and Inquiry Ross Cooper, Erin Murphy;

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 assessment will be based on group development of practical assignments.

The grade will be as follows: Final grade = 25% A + 50% B + 25% C

A (REQUIREMENTS AND ANALYSIS)

B (DEVELOPMENT)

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