

APPLIED INFORMATICS

Code: 323051

Main Scientific Area: Technologic innovation

Lecturer: Carlos António Antunes Ferreira

Language of Instruction: Portuguese

Regime: S1

Contact Hours: 30h Total Workload: 45h

ECTS: 3,0

Objectives

Provide students with technical knowledge through digital tools, introduction of useful software for a design professional.

This curricular unit will help students develop technical skills and enrich the creative component aimed at solving concrete problems.

Learning Outcomes

It's intended, with this curricular unit, that students acquire technical knowledge of computer programs, construction of files and ways of presenting them.

The convergence of all technical and aesthetic knowledge will enable students to be able to realize digital images that communicate the concept and the final product. The student's approach to the professional reality is promoted.

Course Contents

1. Introduction;

Text processor.

Presentation editor.

2. Introduction and development;

Vector image editor.

Bitmap image editor.

3. Creation and manipulation of images with computer programs.

4. Presentations: with the support of computer programs

Recommended Bibliography

Eissen, Koos e Steur, Roselien –Sketching, Product Design Presentation. Hardback, 2014.

Tallon, Kevin –Digital Fashion Print with Photoshop and Illustrator. Batsford, 2011.

Learning and Teaching Methods

Through this curricular unit students acquire technical knowledge of computer programs, stimulates and equates the fundamental factors of the digital area as a means of communication and expression.

Assessment Methods

The evaluation of the curricular unit will be continuous, always taking into account the objectives and competences to develop, being the criteria of evaluation:

- Practical work done in class - 60%
- Participation and commitment - 30%
- Assiduity - 10%

Calculation formula for evaluation:

Final grade = (Practical assignments x 0.6) + (Participation and commitment x 0.3) + (Assiduity x 0.1)