

<b>Course code</b>	<b>IFI7154</b>
<b>Subject title in English</b>	<b>Developing interactive systems</b>
<b>Subject title in Estonian</b>	Interaktiivsete arvutisüsteemide loomine
<b>Course volume ECP</b>	5
<b>Approximate amount of contact lessons</b>	36
<b>Assessment form in English</b>	Assessment.
<b>Assessment form in Estonian</b>	Arvestus, mille hinne kujuneb projekti põhjal.
<b>Course aims in English</b>	The aim of the course is to enable students to develop interactive projects autonomously, from the planning stage to a final application.
<b>Course aims in Estonian</b>	Kursuse eesmärgiks on aidata õppuritel omandada interaktiivsete arvutisüsteemide projekti loomise oskused alates kavandamisest kuni lõpliku rakenduse loomiseni.
<b>Brief description of course content in English</b>	<p>The course focuses on developing interacting systems using mobile platforms. iOS will be adopted as the main platform, but a multi-platform developing environment will be adopted. This will allow to easily extend the knowledge gained into developing for other platforms (both mobile and desktop). The main development environment for the course will consist of openFrameworks / C++ (<a href="http://www.openframeworks.cc">www.openframeworks.cc</a>). Client/server architecture will also be presented. The course will have an online component. There will be 5 online "lessons" - one per weekend of the course.</p> <p>SCHEDULE:</p> <p><b>Weekend 1</b>  Online 1: The development environment (OOP, openFrameworks, C++, iOS, Xcode)  Session 1 (March 9) - Introduction and developer registration  Session 2 (March 9) - Text</p> <p><b>Weekend 2</b>  Online 2: Other platforms – Android; desktop; etc;  Session 3 (March 22) - Generative graphics; multi-touch; accelerometer  Session 4 (March 23) - Bitmap image</p> <p><b>Weekend 3</b>  Online 3: Project management - concepts, tools; project proposal  Session 5 (April 5) - Client/server; SQL  Session 6 (April 6) - PHP; Example</p>

	<p><b>Weekend 4</b>  Online 4: Project proposal presentations  Session 7 (April 19) - Video; sound  Session 8 (April 20) - Classes; GUI</p> <p><b>Weekend 5</b>  Online 5: Project supervision  Session 9 (May 3) - Project presentations</p>
<b>Brief description of course content in Estonian</b>	<p>Kursusel keskendutakse mobiilsete rakenduste loomisele. Põhiliseks platvormiks kasutatakse iOS-i, kuid tutvutakse ka mitmetes keskkondades töötavate lahendustega. See annab oskused teadmiste kasutamiseks mitmel pool. Põhiline arenduskeskkond on openFrameworks koos C++-ga. Tutvutakse samuti klient-server arhitektuuriga. Kursuse juurde kuulub ka e-õpe. Kursus jaguneb viieks osaks – igaüks eraldi nädalavahetusel.</p> <p>KAVA:</p> <p><b>Nädal 1</b>  E-õpe 1: Arenduskeskkond (OOP, openFrameworks, C++, iOS, Xcode)  Plokk 1 (9.03.2013) – Arenduskeskkonda registreerumine ja sellega tutvumine.  Plokk 2 (9.03.2013) – Teksti kasutamine rakenduses</p> <p><b>Nädal 2</b>  E-õpe 2: Muud platvormid – Android; desktop; etc;  Plokk 3 (22.03.2013) – Graafika loomine, multi-touch; accelerometer  Plokk 4 (23.03.2013) - Rastergraafika</p> <p><b>Nädal 3</b>  E-õpe 3: Project management - concepts, tools; project proposal  Plokk 5 (5.04.2013) - Client/server; SQL  Plokk 6 (6.04.2013) - PHP; Example</p> <p><b>Nädal 4</b>  E-õpe 4: Project proposal presentations  Plokk 7 (19.04.2013) - Video; sound  Plokk 8 (20.04.2013) - Classes; GUI</p> <p><b>Nädal 5</b>  E-õpe 5: Project supervision  Session 9 (3.05.2013) - Project presentations</p>
<b>Independent work in English</b>	Students are required to plan, develop, document and present an individual project at the end of the course.
<b>Independent work in Estonian</b>	Õppuritel tuleb kavandada, luua, dokumenteerida ja esitleda isiklik projekt.
<b>Learning outcomes in</b>	By the end of the course, students should have developed an

<b>English</b>	interactive application.
<b>Learning outcomes in Estonian</b>	Kursuse lõpuks oskavad kursuselased luua interaktiivseid lahendusi.
<b>Responsible lecturer</b>	Nuno Correia, Jaagup Kippar
<b>Study literature</b>	Noble, Joshua (2012) Programming Interactivity (2nd Edition), O'Reilly Media
<b>Replacement literature</b>	To be discussed with the teacher.