

Course programme

Course code: IFI7309.DT	Developing Interactive Systems		
ECTS credits: 4 ECTS	Amount of contact lessons: 36	Teaching semester: Spring	Assessment form: Pass/fail
Course objectives:	The course aims to provide students with the skills necessary for implementing their design ideas as functional prototypes.		
Brief description of course content: (including the description of the independent work)	<p>The course introduces the building blocks required for developing interactive systems, integrated development environments, UI development toolkits, and source code version control. The course will include both individual and group-based activities, which will provide students with hands-on experience of building functional prototypes. Course participants will be supported when deciding which platform to target in the development of their group project and will need to deliver a functional prototype by the end of the course.</p> <p>The course will consist of face-to-face sessions. These will be devoted to exploring the foundations of developing interactive systems and applying them in practice. Between the lectures students will be expected to work on their group projects and time slots in the lectures will be devoted to providing feedback and assessing ongoing progress of every group.</p>		
Learning outcomes:	<p>After successfully completing the course students will know:</p> <ul style="list-style-type: none"> • How to choose a suitable platform for developing interactive systems; • How to develop functional prototypes; • How to work in teams and distribute functionality to be developed among team members. 		
Assessment Methods:	<p>To successfully complete the course students are required to:</p> <ul style="list-style-type: none"> • Maintain and regularly update a GitHub repository for their project with source code and documentation; • Develop at least one fully functional feature of their group prototype. 		
Lecturer(s):	Ilja Šmorgun Sonia Sousa		
Course title in Estonian:	Interaktiivsete tarkvarasüsteemide loomine		
Prerequisite course(s):	-		

Compulsory literature:	All materials and additional readings will be provided on the course website.	
Replacement literature:	-	
Participation and exam requirements:	Each student will be assessed based on their contribution to the team project. For the team project students are expected to agree on the feature set of their prototype and to distribute the features to be developed among the team members.	
Independent work:	Students, who were not able to participate in the lectures, will be required to develop at least one fully functional feature of their group prototype and to provide a detailed explanation of the source code.	
Grading criteria scale or the minimum level necessary for passing the subject:	<p>Group projects will be assessed based on the skill level required to develop the prototype according to the following scale.</p> <ul style="list-style-type: none"> ● Basic features used: 0 – 50; ● Basic features used with modification: 50 – 60; ● Advanced features used: 60 – 80; ● Advanced features used with modification: 80 – 90; ● Multiple features used in harmony: 90 – 100. <p>The threshold for passing the course is 70%.</p>	
Information about the course: (Topics by contact session, deadlines of independent works and exams/assessments times)	02.02	Building blocks of interactive systems
	16.02 17.02	Overview of modern operating systems (watch, phone, TV, desktop)
	02.03 03.03	Overview of cross-platform application development
	16.03 17.03	Introduction to GitHub
	30.03	Group mentoring
	13.04	Group mentoring
	27.04	Group mentoring
	11.05	Group mentoring
	12.05	Presentation of final projects

Teaching Unit in charge:	School of Digital Technologies
Course programme is prepared by:	Ilja Šmorgun Sonia Sousa
Date:	19.01.2017

The course program is registered in the academic unit:

Date:	19.01.2017
Name of academic coordinator:	Viktorija Humal