

Escuela Politécnica

Goi Eskola Politeknikoa | Mondragon Unibertsitatea

Course: 2023 / 2024 - Course planning

GENERAL INFORMATION

Studies DEGREE IN COMPUTER ENGINEERING
Subject ?
Semester 2 Course 3 Mention / Field of

Character COMPULSORY

Plan 2022 Modality Face-to-face

Credits 4,5 Hours/week 4.06

Modality Face-to-face Language CASTELLANO/EUSKARA

Hours/week 4.06 Total hours 73 class hours + 39.5 non-class hours = 112.5 total

specialisation

hours

PROFESSORS

VALENCIA PARAFITA, XABIER

REQUIRED PREVIOUS KNOWLEDGE

Subjects Knowledge

(No specific previous subjects required)

(No previous knowledge required)

LEARNING RESULTS LEARNING RESULTS KC SK AB **ECTS** 3.78 GIR308 - To evaluate human-computer interfaces that guarantee the accessibility and usability of computer systems, services and applications 0.4 G-RTR1 - To develop interdisciplinary projects specific to their specialty and of gradual complexity, х becoming aware of respect for human rights and fundamental rights, and analyzing and assessing the impact of the proposed solutions on the SDGs - to acquire and/or apply basic, advanced and /or avant-garde, demonstrating the ability to work in multidisciplinary teams and/or undertake further studies with a high degree of autonomy 0.32 G-RTR2 - To express information, ideas and the arguments that support them in an orderly, clear and coherent manner, orally and in writing, based on quality information, self-made or obtained from different sources, using inclusive and non-discriminatory language

Total: 4,5

KC: Knowledge or Content / SK: Skills / AB: Abilities

SECONDARY LEARNING RESULTS

RGI390 [!] Definir y gestionar los objetivos y la planificación de un proyecto que permita adquirir y/o reforzar los conocimientos de tecnologías específicas de su especialidad,- que en ocasiones llegan a la vanguardia del conocimiento- y definir una estrategia

LEARNING ACTIVITIES	СН	NCH	TH	
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in	3 h.	1 h.	4 h.	
interdisciplinary contexts, real and/or simulated, individually and/or in teams				

EVALUATION SYSTEM

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems

WMAKE-UP MECHANISMS

(No mechanisms)

50%

30%

Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems

Prototype / Product

Comments: Continuous assessment.

CH - Class hours: 3 h. NCH - Non-class hours: 1 h. TH - Total hours: 4 h.

RGI391 [!] Coordinar el equipo de trabajo, estimulando la cohesión y buen clima para lograr la integración de todas las personas y su contribución para alcanzar un rendimiento apropiado, tanto a nivel individual como grupal, para el desarrollo del proyecto en

LEARNING ACTIVITIES CH NCH TH

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TH - Total hours: 3 h.

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2 h. 1 h. 3 h. Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams **MAKE-UP MECHANISMS EVALUATION SYSTEM** 20% Reports on the completion of exercises, case studies, (No mechanisms) computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems Presentation and defence of exercises, case studies, 50% computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems 30% Prototype / Product Comments: Continuous assessment. CH - Class hours: 2 h. NCH - Non-class hours: 1 h.

RGI392 [!] Identificar y argumentar de forma precisa los ODS en los que incide el proyecto realizado, aportando posibles acciones para la mejora

LEARNING ACTIVITIES			СН	NCH	TH	
Carrying out/resolving projects/challenges/cases, e interdisciplinary contexts, real and/or simulated, inc	•	•	2 h.	1 h.	3 h.	
EVALUATION SYSTEM	W	MAKE-UP MECHAN	SMS			
Reports on the completion of exercises, case studie	es, 20%	_	(No mech	anisms)		

50%

30%

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems Prototype / Product

Comments: Continuous assessment.

CH - Class hours: 2 h. NCH - Non-class hours: 1 h. TH - Total hours: 3 h.

RGI393 [!] Elabora la memoria del proyecto, aportando argumentos elaborados y haciendo un uso correcto, inclusivo y no discriminatorio del lenguaje

LEARNING ACTIVITIES	СН	NCH	TH

4 h.

Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%	
Prototype / Product	30%	



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CH - Class hours: 3 h.
NCH - Non-class hours: 1 h.
TH - Total hours: 4 h.

RGI394 [!] Realiza una presentación oral del proyecto, justificando las soluciones propuestas con argumentos elaborados y precisos, y haciendo un uso correcto, inclusivo y no discriminatorio del lenguaje

LEARNING ACTIVITIES	СН	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on	3 h	1 h	4 h.

projects/work experience/challenges/case studies/experimental investigations carried out

individually and/or in teams

Comments: Continuous assessment.

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	20%	(No mechanisms)
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%	
Prototype / Product	30%	

CH - Class hours: 3 h. NCH - Non-class hours: 1 h. TH - Total hours: 4 h.

RGI315 [!] Sabe diseñar y desarrollar interfaces multidispositivo para visualización e interacción de datos, basados en técnicas de UCD (User centered design) y DDD (Data-driven design)

LEARNING ACTIVITIES	СН	NCH	ТН
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	3 h.	,8 h.	3,8 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	2 h.		2 h.
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	28 h.	18,2 h.	46,2 h.
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	5 h.	3 h.	8 h.

EVALUATION SYSTEM	W
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	6%
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	15%
Individual written and/or oral tests or individual coding/programming tests	70%
Prototype / Product	9%

Comments: Minimum grade: 5 Project evaluation based on technical rubric

CH - Class hours: 38 h. NCH - Non-class hours: 22 h. TH - Total hours: 60 h.

MAKE-UP MECHANISMS

Individual written and/or oral tests or individual coding/programming tests

Comments: Students with less than 5 in the Control point must retake the exam. Control point value will be 25% and retake 75%. Project: There will not be any retake of the individual defense.



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RGI316 [!] Evalua interfaces multidispositivo basandonos en principios de usabilidad y estándares de accesibilidad

LEARNING ACTIVITIES			СН	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams					2 h.
					2 h.
				11,5 h.	26,5 h.
Presentation by the teacher in the classroom, in participa procedures associated with the subjects	tory classe	es, of concepts and	3 h.	1 h.	4 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISM	ıs		
Reports on the completion of exercises, case studies,	6%	Individual written and/or oral tests or individual			

computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems 15% Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems Individual written and/or oral tests or individual 70% coding/programming tests 9% Prototype / Product

Comments: Minimum grade: 5 Project evaluation based on technical rubric

CH - Class hours: 22 h. NCH - Non-class hours: 12.5 h. TH - Total hours: 34,5 h.

coding/programming tests

Comments: Students with less than 5 in the Control point must retake the exam. Control point value will be 25% and retake 75%. Project: There will not be any retake of the individual defense.

CONTENTS

1.3 New 1. Introduction to interactive systems 1.1 Web interaction 1.2 Multi-device interaction interaction paradigms (AR/VR/XR, etc.)2. User Centric Design (UCD) 2.1 UCD for interface design 2.2 Interface evaluation3. User interface design 3.1 Principles of user i .2 Interface prototyping nterface design 3.2 Interface design rules and guidelines4. Usability 4.1 Usability concepts 4.2 5.1 Accessibility concepts User experience5. Accessibility 5.2 Accessibility rules and standards (5.4 Accessibility and SDGs6. Data design and visualisation WACG) 5.3 Accessibility evaluation 1 Data Visualisation 6.2 Data Driven Design 6.3 User behaviour

LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources **Bibliography**

Subject notes Moodle Platform Specific Master Software https://labur.eus/biblio-GIF304