

WFARM1359

2014-2015

Drug design en chimie pharmaceutique

2.0 credits	15.0 h	2q
		•

Teacher(s) :	Lambert Didier ; Frédérick Raphaël (coordinator) ;
Language :	Français
Place of the course	Bruxelles Woluwe
Prerequisites :	WFARM1231 chimie organique L'unité d'enseignement suivante devra être acquise ou figurer dans le programme de l'étudiant la même année académique : WFARM1302 (chimie pharmaceutique).
Main themes :	This course offers aimed at deepening the concepts presented in the pharmaceutical chemistry course. The concepts of drug design are discussed through selected examples. They include:
	- the main pharmacomodulation concepts - the rational approaches based on the knowledge of the structure of the target or of the ligands (X-ray, NMR, molecular modeling, pharmacophore approach) incorporating notions seen in the course of biophysics
Aims:	The course aims at introducing students to the rational design of drugs ("drug design") by means of selected examples either through conventional pharmacochemical modulations or by means of rational approach based on the three-dimensional structure of the target. It also offers an introduction to molecular modeling (molecular dynamics molecular mechanics and semi-quantum methods) and methods of modern drug discovery using the use of bank products (combinatorial chemistry, high throughput screening,). The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".
Evaluation methods :	Students will be evaluated either via an oral or written exam or by a presentation followed by a discussion.
Other infos :	At the end of this course, the student should be able to: - Understand the general principles in drug design - Analyze and criticize selected examples in drug design - Suggest drug design strategy for selected examples
Cycle and year of study:	> Bachelor in Pharmacy
Faculty or entity in charge:	FARM