Lcomu2621
2021

Développement technique de médias éducatifs

5.00 credits	30.0 h	Q2

Teacher(s)	Guillamet Ronan ;
Language :	French
Place of the course	Louvain-la-Neuve
Prerequisites	The LCOMU2621 course assumes that students have previously taken the LINFO1101 Introduction to Programming course (or equivalent)
Main themes	This hands-on workshop aims to train students in the design and software development of educational media (apps, mini-games, mobile solutions...). Without making them "pure programmers", it aims nevertheless to reinforce their skills in project management as well as in technical choices and developments. At the end of this workshop, each student will be able to carry out a small development project from A to Z, and to evaluate in a concrete way the needs for larger projects.
Learning outcomes	
Evaluation methods	The evaluation of this course will consist of two parts: - One part "active participation" in the course and in the different stages of development evaluated at the end of each sprint (25% of the final grade) - A "defense" of the project's progress in session (75% of the final grade) **According to the health evolution linked to COVID-19 ("yellow" or "orange" situations)** - The continuous evaluation part will be established after each individual or group meeting.
Teaching methods	This course is a practical workshop that will alternate theoretical and methodological sequences in the classroom, alternated with moments of practical development in the computer room during which the teacher follows and advises each student. **According to the health evolution related to COVID-19 ("yellow" or "orange" situations)** - Theoretical and methodological presentations will be given "remotely" by the teacher via Microsoft Teams. - Individual or group follow-up meetings will be scheduled either in a face-to-face meeting in the classroom with social distancing ("yellow" situation), or in a remote location, always via the Microsoft Teams tool ("orange" situation).
Content	This course is structured in different steps leading to the software design of an educational media. 1. The vision (note: the socio-educational aspect is defined in collaboration with the LCOMU2620 course) 2. Define the roadmap of your project (planning, technical choices...) 3. Planning and production start-up (agile) 4. Sprints 5. Sprints reports and future developments 6. End of sprints review 7. Retrospective
Faculty or entity in charge	COMU

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Master [120] in Information and Communication Science and Technology	STIC2M	5		🔍
Master [60] in Information and Communication	COMU2M1	5		🔍