

# Datalogi - Fagmodulkursus 3 - Interactive digital systems

## Om kurset

uddannelse	Fagmodul i Datalogi
Kurstype	fagmodulkursus
Undervisningssprog	English
	Register through STADS Self-Service
Tilmelding	Registration will take place during the period November - November 15, 2017
	The course description is preliminary
Kursus starter	14-02-2017
Kursus slutter	18-04-2017
Undervisningstidspunkt	Tuesdays @ 8.15-12.00 during weeks 7-16
	No lecture March 21st - instead the lecture will take place April 25th.
Undervisningssted	Kurset undervises i lokale 8.2-plenum
	Dog afvikles undervisningen i Glaspyramiden i uge 7
forudsætninger	English at a level equivalent to the Danish gymnasium level B
	It is recommended that subject module course 1 is taken before subject module course 3 is begun
Kursusrækkefølge	Examples of how to structure your studies at Computer Science <a href="#">here</a>
formål	§ 1. The aim of the Bachelor Subject module in Computer Science is to qualify the student in interdisciplinary development work, particularly in preparation for professional functions in software development, i.e. especially construction and analysis of software. The aim is to give general and valid qualifications at a scientific level. General terms and general understanding have a high priority and the student's ability to work in the field of computer science from a problem-solving and critical perspective is emphasised
Indhold	Technical terms and user situations in interactive digital systems. More specifically: <ul style="list-style-type: none"><li>• Programming concepts for reactive and interactive systems (e.g. events, listeners)</li></ul>

- User interface design and construction. Typical user input and 2-D graphics and sound
- Autonomous systems (e.g. robots, control systems)
- Sensor input (e.g. touch, movement, vision, scientific measurements)
- Processing digital media

**The goal of the course is that the student acquire:**

*Knowledge:*

- Knowledge about technical terms and user situations in interactive digital systems
- Understanding of the principles and the use of technologies behind interactive digital systems

bedømmelseskriterier

*Skills:*

- Skills in programming techniques for the development of interactive digital systems
- Skills in the use of tools and equipment for the execution of pro-grammes

*Competencies:*

- Competencies in designing and testing solutions
- Competence in surveying and reflecting on different solutions

Eksamensform

An individual oral exam with a duration of 15 min. based on a written individual assignment and the curriculum. The grading is a total of the oral exam and the written assignment. The written assignment is based on a given problem

Same as the ordinary exam

**Written assignment:**

Reksamensform

Friday at 12.00, June 30 2017 at [Digital Eksamen](#)

**Oral exam:**

August 22 (Tuesday), 2017

You will be informed of details such as exact time and location later

Eksamenstidspunkt

**Written assignment:**

Monday at 12.00, May 1, 2017 at [Digital Eksamen](#)

**Oral exam:**

June 1 (Thursday) or June 2 (Friday), 2017

You will be informed of details such as exact time and location later

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Underviser      Mads Rosendahl ( madsr@ruc.dk )

STADS      fagmodulskursus

stamdata      belastning : 5 ECTS

aktivitetskode : U25233

prøveform : Skriftlig/mundtlig

bedømmelse : 7-trinsskala

censur : Intern censur