

<p>POLI ESCOLA SUPERIOR TECNOLOGIA GESTÃO TÉCNICO GUARDA</p>	<h2>SUBJECT DESCRIPTION</h2>	<p>MODELO PED.013.03</p>
--	------------------------------	-------------------------------------

Course	Computer Science Engineering					
Subject	Computer Science Project					
Academic year	2023/2024	Curricular year	3rd	Study period	2nd semester	
Type of subject	Compulsory	Student workload (H)	Total: 280	Contact: 60	ECTS	10
Professor(s)	José Carlos Fonseca					
<input checked="" type="checkbox"/> Area/Group Coordinator <input type="checkbox"/> Head of Department	(select) José Carlos Fonseca					

PLANNED SUBJECT DESCRIPTION

1. LEARNING OBJECTIVES

Upon completion of this subject, students should be able to:

1. Write a technical report on the project (requirements analysis, design, implementation, verification, and validation), documenting the state of the art, the technologies used, the science involved, and all the other phases of the project, integrating the technical and scientific knowledge developed through the project.
2. Develop a real-world computer science project applying the knowledge acquired throughout the Computer Science course.

Document the project in articles or poster format.

2. PROGRAMME

1. Writing scientific reports
2. Seminars/Workshops within the Projects framework
3. Development of a Computer Science Project with or without cooperation with companies through partnerships/internships, according to the requirements defined by the proponent/company and by the supervisor (Professor) or according to the internship plan signed by the ESTG-IPG, the student, and the company.

3. COHERENCE BETWEEN PROGRAMME AND OBJECTIVES

Topic 1 satisfy objective 3 since the student will learn to create scientific documents using research methods.

Topics 2 and 3 satisfy objective 1 since the student will learn to plan and manage the life cycle of a project.

Topic 3 satisfies objective 2, complementing the academic education of the student and allowing him/her to apply the knowledge acquired throughout the Computer Science course to real-world problems.

4. MAIN BIBLIOGRAPHY

<p>POLI ESCOLA SUPERIOR TECNOLOGIA GESTÃO TÉCNICO GUARDA</p>	<h2>SUBJECT DESCRIPTION</h2>	<p>MODELO PED.013.03</p>
---	------------------------------	--------------------------------------

- [1] António Miguel, Gestão de Projectos de Software - 4ª Edição Atualizada, ISBN:978-972-722-658-0, FCA, 2010.
[2] Other documentation supplied by the Professors.

Other recommended books

- [1] Articles and books defined according to the students' project.

5. TEACHING METHODOLOGIES (INCLUDING EVALUATION)

Teaching methodologies:

- Active Learning
- Lecture
- Interactive lesson
- Individual research
- Project

Evaluation methodologies:

The project will be evaluated by a jury of three Professors: the supervisor and two other Professors proposed by the Study Cycle Director and nominated by the School Board.

Evaluation components:

Continuous evaluation or the opinion of the company if in the context of internship, and the Intermediate Presentation, Completed Project, Technical Report and Presentation, Scientific Poster and/or article (100%)

6. COHERENCE BETWEEN TEACHING METHODOLOGIES AND OBJECTIVES

Objectives 1 and 3 require theoretical and practical background, thus the Professor uses Lectures and interactive lesson. Objective 2 corresponds to individual research and project work since the students will actually develop a project requiring field research.

7. ATTENDANCE

No mandatory attendance required.

8. CONTACTS AND OFFICE HOURS

José Carlos Fonseca

josefonseca@ipg.pt

Office # 25

Office hours:

Tuesday 17:00 – 18:30

Thursday 12:00 – 13:00

<p>POLI ESCOLA SUPERIOR TECNOLOGIA GESTÃO TÉCNICO GUARDA</p>	<p>SUBJECT DESCRIPTION</p>	<p>MODELO PED.013.03</p>
--	-----------------------------------	-------------------------------------

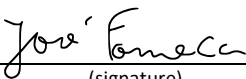
DATE

3 de junho de 2024

SIGNATURES

Professor(s), Area/Group Coordinator or Head of Department signatures

Professor


(signature)