

KARTA PRZEDMIOTU**I. Dane podstawowe**

Nazwa przedmiotu	Multimedia applications (seminar)
Nazwa przedmiotu w języku angielskim	Multimedia applications (seminar)
Kierunek studiów	Informatics
Poziom studiów (I, II, jednolite magisterskie)	I (BA)
Forma studiów (stacjonarne, niestacjonarne)	Stacjonarne (Full time studies)
Dyscyplina	Informatyka (Informatics)
Język wykładowy	angielski (English)

Koordinator przedmiotu/osoba odpowiedzialna	Armen Grigoryan
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Forma zajęć (<i>katalog zamknięty ze słownika</i>)	Liczba godzin	semestr	Punkty ECTS
wykład			2+2
konwersatorium			
ćwiczenia			
laboratorium			
warsztaty			
seminarium	30	V, VI	
proseminarium			
lektorat			
praktyki			
zajęcia terenowe			
pracownia dyplomowa			
translatorium			
wizyta studyjna			

Wymagania wstępne	
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II. Cele kształcenia dla przedmiotu

Mastering the principles of writing a BA thesis.
Writing/completing a BA thesis.

III. Efekty uczenia się dla przedmiotu wraz z odniesieniem do efektów kierunkowych

Symbol	Opis efektu przedmiotowego	Odniesienie do efektu kierunkowego
WIEDZA		
W_01	The student is able to identify the problems of the topic raised in the BA thesis.	K_W09
W_02	The student is able to assess his/her knowledge in the field of the developed topic and use available sources.	K_W09
W_03	The student is able to set goals and apply research methods, formulate conclusions and original solutions to advanced problems in computer science.	K_W09
W_04	The student is able to discuss the principles of intellectual property protection and methods of lawful citation of literature in the BA thesis.	K_W09
UMIEJĘTNOŚCI		
U_01	The student is able to verify the most important information from available scientific publications and assess their usefulness.	K_U02, K_U23
U_02	The student is able to plan the next stages of his/her paper, select scientific and research methods, use the collected research sources.	K_U30
U_03	The student is able to choose substantive arguments in the discussion using his/her own thoughts, prepare a presentation on the scope of his/her thesis.	K_U29, K_U30
KOMPETENCJE SPOŁECZNE		
K_01	The student is able to communicate with professionals in the learned field and is aware of problems related to the practicing of the profession.	K_K05
K_02	The student has a need for lifelong learning and an ability to motivate others to broaden their qualifications.	K_K01
K_03	The student is able to set priorities for implementation of his tasks. He/she is able to be independent and organized.	K_K02
K_04	The student is able to make constructive self-assessment and criticism on the social and ethical aspects of his/her own thesis.	K_K05

IV. Opis przedmiotu/ treści programowe

Basic concepts of multimedia applications.
 Intermediate/advanced topics of object oriented programming languages.
 OpenGL SL/ES nad WebGL standards.
 Educational applications.
 Visualization techniques.
 Simulators.
 2D and 3D games.
 Multimedia applications for mobile devices.

Editors and software used to prepare the thesis.
 Basic principles of writing and preparing the thesis and the use of sources.
 Importance of the thesis in the process of education and development.

Formulation and specification of the paper's topics.
 Principles of intellectual property protection and ways of using information, analysis of language and terminology in technical sciences.
 Review of the layout of the paper and applied methods.
 Correction of subsequent parts of the paper.
 Discussion on the correctness of the development of the paper.
 Correction of errors in the form of group analysis and individual conversations.
 Critical analysis and interpretation of obtained results.
 Preparation of the thesis and its presentation.
 Presentation of available sources of information.

V. Metody realizacji i weryfikacji efektów uczenia się

Symbol efektu	Metody dydaktyczne <i>(lista wyboru)</i>	Metody weryfikacji <i>(lista wyboru)</i>	Sposoby dokumentacji <i>(lista wyboru)</i>
WIEDZA			
W_01	Guided research (seminar paper)	Paper	Evaluated written paper
W_02	Guided research (seminar paper)	Paper	Evaluated written paper
W_03	Guided research (seminar paper)	Paper	Evaluated written paper
W_04	Guided research (seminar paper)	Paper	Evaluated written paper
UMIEJĘTNOŚCI			
U_01	Guided research (seminar paper)	Paper	Evaluated written paper
U_02	Guided research (seminar paper)	Paper	Evaluated written paper
U_03	Guided research (seminar paper)	Paper	Evaluated written paper
KOMPETENCJE SPOŁECZNE			
K_01	Discussion	Paper	Evaluated written paper
K_02	Discussion	Paper	Evaluated written paper
K_03	Discussion	Paper	Evaluated written paper
K_04	Discussion	Paper	Evaluated written paper

VI. Kryteria oceny, wagi...

To pass the first semester, the student is obligated to:

understand the subject of the thesis,
 collecting the basic literature,
 define the paper's objective and programming environment,
 write at least one section of the paper,
 propose the application related to the paper,
 present the topic of the paper.

To pass the second semester, the student is obligated to:

complete the literature,
 present the topic of the paper,
 test the application,
 complete the thesis,
 to write the paper taking into account the principles of intellectual property protection and correct citation in the BA thesis,
 prepare a presentation of the thesis.

VII. Obciążenie pracą studenta

Forma aktywności studenta	Liczba godzin
Liczba godzin kontaktowych z nauczycielem	60 (30 V semestr, 30 VI semestr)
Liczba godzin indywidualnej pracy studenta	60 (30 V semestr, 30 VI semestr)

VIII. Literatura

Literatura podstawowa
R. A. Day, How to write and publish a scientific paper, Oryx Press, 1988.
Literatura uzupełniająca
Literature selected individually to the student's scientific interests and the needs of the topic of the paper.