Project 4 (in informatics) 5.00 credits 30.0 h + 22.5 h Q2

Teacher(s)	Verhaeghe Hélène ;

Université catholique de Louvain - Project 4 (in informatics) - en-cours-2024-lepl1509

	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	The final grade will depend on				
	 the grade obtained for the project, including the achievements and realization, the written document produced, the oral presentations and interactions, the work organization and the reflection on this organization, and the mastery of the topics and concepts related to the project. This part of the grade can be individualized depending on the student's implication in his/her group during the semester (compulsory assistance, participation in activities, intermediate works, and graded production). The activities related to this part of the grade cannot be re-taken in the second session. the grade obtained for an individual written test taking place outside of the exam period. The weight of the grade for the written test will be 25% if the grade is 10 or more, and 100% if the grade is 6 or less. For grades between 6 and 10, it will depend linearly on the grade according to weight = 1 - 0.75*(grade - 6)/4 				
	The second session will consist of an individual exam, that may require preparing individual works beforehand.				
Teaching methods	The project will be done by group of students (4-5 students per group) Students will be encouraged to communicate in English on a technical theme, orally and/or in writing.				
Content	 The software to be defined and designed will be linked to mobile computing (Android technology). The project will be opened. Each group will develop its own project and propose a schedule as well as intermediate steps. An Agile approach (iterative and incremental development) will be implemented. The development of the application will be done using generative AI and other AI-based development tools. A 				