

Course name: 102 “IT Design and Development” [3 ECTS]

Manager: Pierre-Henri Cubaud; University Professor in CEDRIC

Description: Learning the basics of IT and programming for all speciality fields.

Prerequisites: None

Learning: Changing the code of an interactive application in order to make certain aspects evolve (speed, form, etc.). Identifying specific variables and instructions and the amendments needed in an iterative process in order to obtain the desired behaviour. Writing a simple code to create an interactive animation. Having a general intuition for the major IT issues: architecture, network, system.

Assessment methods:

Session 1

- TP ‘processing’ to be delivered in a lesson and MCQ during the course

Session 2

- Same delivery as in session 1 at the end of semester 2