



TITLE COURSE: Ubiquitous computing		
Degree: Computer Science Engineering	Course year: 4	Period of the year : 1

WEEKLY PLANNING COURSE									
	SESIÓN	Session Description	Group			Two Professors Session	Student's Weekly work		
			Big	Small			Description	Participated Hours	Work Hours
1	1	Course presentation	X			NO		2	4
1	2	Introduction to the project		X		NO		2	
2	3	History and definition of Ubicomp	X			NO		2	4
2	4	Project		X		NO		2	
3	5	Interaction Paradigms for UbiComp	X			NO		2	6
3	6	Project		X		NO		2	
4	7	Theoretical Foundations of interaction in ubiquitous environments	X			NO		2	6
4	8	Project		X		NO		2	
5	9	Research paper discussion	X			NO		2	6

5	10	Project		X		NO		2	
6	11	Touch Interfaces	X			NO		2	6
6	12	Project		X		NO		2	
7	13	Virtual and Augmented Reality	X			NO		2	5
7	14	Project		X		NO		2	
8	15	Research paper discussion	X			NO		2	5
8	16	Project Review		X		SI		2	
9	17	Tangible interfaces	X			NO		2	5
9	18	Project		X		NO		2	
10	19	Interaction design for UbiComp	X			NO		2	5
10	20	Project		X		NO		2	
11	21	Research paper discussion	X			NO		2	5
11	22	Project		X		NO		2	
12	23	Rapid prototyping	X			NO		2	5
12	24	Project		X		NO		2	
13	25	Research paper discussion	X			NO		2	6
13	26	Project		X		YES		2	
14	27	Future avenues of UbiComp	X			NO		2	6
14	28	Project		X		YES		2	
15	29	Projects presentation		X		YES		2	3
Subtotal 1								58	77
Total 1								135	
16									
17									
18									
19		Final exam						3	10
Subtotal 2								3	10
Total 2								13	
TOTAL								150	