



<b>Interactive systems Design</b>	
<b>Grado: Ingeniería Informática</b>	<b>CUATRIMESTRE: 2</b>

PLANIFICACIÓN SEMANAL DE LA ASIGNATURA									
SEMANA	SESIÓN	Description	Groups		Classroom	2 teachers	TRABAJO SEMANAL DEL ALUMNO		
			LECTURE	SEMINAR			Description	CLASS HOURS	HOMEWORK HOURS
1	1	Course presentation	X			NO		1,66	4,66
1	2	Practice course presentation		X		NO		1,66	
2	3	Interactive systems: general concepts	X			NO		1,66	7
2	4	<b>Practice: introduction to ionic</b>		X		NO		1,66	
3	5	Design methods	X			NO		1,66	7
3	6	<b>Practice: introduction to ionic</b>		X		NO		1,66	
4	7	Design methods	X			NO		1,66	7
4	8	<b>P1: Requirements elicitation</b>		X		NO		1,66	
5	9	Mobile design	X			NO		1,66	7

5	10	P1: Balsamiq		X		NO		1,66	
6	11	Mobile design	X			NO		1,66	7
6	12	P2: IONIC: ToDoList		X		NO		1,66	
7	13	Mobile design	X			NO		1,66	7
7	14	P2: IONIC: Chat+Firebase		X		NO		1,66	
8	15	Groups meeting	X			NO		1,66	7
8	16	Students presentation of the design documentation		X		NO		1,66	
9	17	Gamification + Design				NO		1,66	7
9	18	P2: IONIC applications		X		NO		1,66	
10	19	Evaluation techniques	X			NO		1,66	7
10	20	P3: Evaluation techniques		X		NO		1,66	
11	21	Evaluation techniques	X			NO		1,66	7
11	22	P3: Evaluation techniques		X		NO		1,66	
12	23	Groups meeting		X		NO		1,66	7
12	24	Groups meeting		X		NO		1,66	
13	25	Students' Presentations of the gamified designs	X			NO		1,66	7
13	26	Groups meeting		X		NO		1,66	
14	27	Students' Presentations of the gamified designs	X			NO		1,66	7
14	28	Final students' discussion		X		NO		1,66	
								<b>46,48</b>	<b>95,66</b>
<b>Total 1</b>								<b>142,14</b>	
15									
16									
17									
18		Final exam						3	10
								<b>Subtotal 2</b>	<b>10</b>
<b>Total 2</b>								<b>13</b>	

TOTAL	155,14
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