



DENOMINACIÓN ASIGNATURA: Accessibility and design in software engineering (218 - 15994)		
GRADO: Bachelor in Informatics Engineering	CURSO: 2016/2017	CUATRIMESTRE: 1

PLANIFICACIÓN SEMANAL DE LA ASIGNATURA						
SEMANA	SESIÓN	DESCRIPCIÓN DEL CONTENIDO DE LA SESIÓN	Indicar espacio distinto de aula (aula informática, audiovisual, etc.)	TRABAJO SEMANAL DEL ALUMNO		
				DESCRIPCIÓN	HORAS PRESENCIALES	HORAS TRABAJO (Max. 7h semana)
1	1	Presentación. 1: Introduction. Accessibility and Design for all in Information and telecommunication Technologies. (ICT). User groups. Assitive technology.		Basic Bibliography Introduction	1,66	4
1	2	1: Accessibility standards. Bridge technologies		Basic Bibliography: Accessibility standards. bridge technologies	1,66	
2	3 15/9/14	2: User Centered Design (UCD) and inclusive Design.		Basic Bibliography: User Centered Design (UCD) and inclusive Design methods	1,66	4
2	4 16/9/14	2: Case study exercise following the UCD		Case study exercise following the DCU	1,66	
3	5	3: Design principles in web environments. Web site accessibility. Standards. Design and evaluation.		Basic Bibliography Design principles in web environments.	1,66	6

3	6	3: The exercise on design and evaluation of the accessibility of a website	Aula Informática	Exercise: the design and evaluation of the accessibility of a website	1,66	
4	7	3: Methodology for evaluating the accessibility of a website		Tools for the evaluation the accessibility of a website	1,66	6
4	8	3 Exercise: Applying evaluation methodology a website	Aula Informática	Exercise: Applying evaluation methodology a website	1,66	
5	9	4: Accessibility Requirements in the software development process life cycle. (I)		Bibliography: Accessibility Requirements in the software development process life cycle	1,66	6
5	10	4: Accessibility Requirements in the software development process life cycle. (II)		Bibliography: Accessibility Requirements in the software development process life cycle	1,66	
6	11	5: Methodological Framework for the development of accessible Systems in web environments following a user centered design (UCD).		Bibliography: Accessibility Requirements in the software development process life cycle	1,66	6
6	12	5: Exercise: including accessibility requirements in software development (I)	Aula Informática	Exercise: including accessibility requirements in software development (I)	1,66	
7	13	5: Methodological Framework for the development of accessible Systems in web environments following a user centered design (UCD).		Exercise: including accessibility requirements in software development (I)	1,66	6
7	14	5: Exercise: including accessibility requirements in software development (II)	Aula Informática	Exercise: including accessibility requirements in software development (II)	1,66	
8	15	6: Quality of accessibility. Management of quality in the software process.		Bibliography: Quality of accessibility. Management of quality in the software process	1,66	4
8	16	6: Exercise: Management of quality in the accessible software process.	Aula Informática	Exercise: Management of quality in the accessible software process.	1,66	
9	17	7: Accessibility in organizations: policies and strategies.		Bibliography: Accessibility in organizations: policies and strategies.	1,66	4
9	18	7: Accessibility in organizations: policies and strategies.		Bibliography: Accessibility in organizations: policies and strategies.	1,66	
10	19	8: Case studies: CMS, LMS, (MVC)) approaches		Analysis of the -Case studies: dynamic web site- HTML, CSS and responsive design - approaches (1,66	5
10	20	Final theoretical-practical work	Aula Informática	Conception of the final theoretical-practical work	1,66	
11	21	Final theoretical-practical work		Analysis of the -Case studies: CMS, LMS, (MVC)) approaches	1,66	5
11	22	Final theoretical-practical work	Aula	Requirement analysis of the final theoretical-	1,66	

			Informática	practical work		
12	23	8: Case studies: Model-driven engineering - approaches		Analysis of the -Case studies: Model-driven engineering - approaches	1,66	6
12	24	Final theoretical-practical work	Aula Informática	Designing the final theoretical-practical work	1,66	
13	25	8: User Interfaces (accessible, Adaptative, Multimodal) - approaches		Analysis of he -Case studies: User Interfaces (accessible, Adaptative, Multimodal) – approaches	1,66	6
13	26	Final theoretical-practical work	Aula Informática	Designing the final theoretical-practical work	1,66	
14	27	Presentation preliminary of - Final theoretical-practical work -	Aula Informática	Developing the final theoretical-practical work	1,66	6
15	28	Final theoretical-practical work		Developing the final theoretical-practical work	1,66	
15	29	Final theoretical-practical work		Report of the final theoretical-practical work	1,66	6