



DD1314 Programming for Interactive Media 8.0 credits

Programmering för interaktiva medier

This is a translation of the Swedish, legally binding, course syllabus.

If the course is discontinued, students may request to be examined during the following two academic years

Establishment

Course syllabus for DD1314 valid from Autumn 2009

Grading scale

A, B, C, D, E, FX, F

Education cycle

First cycle

Main field of study

Technology

Specific prerequisites

For single course students: completed upper secondary education including documented proficiency in Swedish corresponding to Swedish B, English corresponding to English A. Furthermore: 7,5 hp in mathematics and 6 hp in computer science or programming techniques.

Language of instruction

The language of instruction is specified in the course offering information in the course catalogue.

Intended learning outcomes

The goal of the course is to give the students

- computer practice, ability to write well structured programs, and knowledge of fundamental computer concepts,
- practice in solving construction problems and in working in small groups as well as individually

so that they will

- consider computers and programming to be natural tools in the engineering work
- see the similarities between program construction and other types of construction work, and
- be able to do some programming.

Course contents

Fundamental computer concepts.

Programming in a modern programming language (Python). Data structures. Simple graphics. Problem solving by dividing the problem into sub-problems. Program structuring. Basic XHTML and XML. Development of web applications with Python's web modules. Several small programming exercises and one larger, individual programming exercise with emphasis on structuring and specification of the modules being used.

Course literature

Course literature will be announced at least 4 weeks before course start at course web page.

Examination

- LAB1 - Laboratory Work, 1.5 credits, grading scale: P, F
- LAB2 - Laboratory Work, 1.5 credits, grading scale: P, F
- LAB3 - Laboratory Work, 3.0 credits, grading scale: A, B, C, D, E, FX, F
- LAB4 - Laboratory Work, 2.0 credits, grading scale: P, F

Based on recommendation from KTH's coordinator for disabilities, the examiner will decide how to adapt an examination for students with documented disability.

The examiner may apply another examination format when re-examining individual students.

In this course all the regulations of the code of honor at the School of Computer science and Communication apply, see: http://www.kth.se/csc/student/heder-skodex/1.17237?l=en_UK.

Other requirements for final grade

Programming assignments (LAB1; 1,5 university credits).

Programming assignments (LAB2; 1,5 university credits).

Programming assignments (LAB3; 3 university credits).

Programming assignments (LAB4; 2 university credits).

Ethical approach

- All members of a group are responsible for the group's work.
- In any assessment, every student shall honestly disclose any help received and sources used.
- In an oral assessment, every student shall be able to present and answer questions about the entire assignment and solution.