Course code	**IFI7154**
Subject title in English	**Developing interactive systems**
Subject title in Estonian	Interaktiivsete arvutisüsteemide loomine
Course volume ECP	5
Approximate amount of contact lessons	33
Assessment form in English	Assessment.
Course aims in English	The aim of the course is to enable students to develop interactive projects autonomously, from the planning stage to a final application.
Brief description of course content in English	The course focuses on developing interacting systems using mobile platforms. iOS will be adopted as the main platform, but a multi-platform developing environment will be adopted. This will allow to easily extend the knowledge gained into developing for other platforms (both mobile and desktop). The main development environment for the course will consist of openFrameworks / C++ (www.openframeworks.cc). Client/server architecture will also be presented. The course will have an online component. There will be 5 online "lessons" - one per weekend of the course. SCHEDULE: **Session 1** - Sat 22.03.2014 - Introduction and developer registration **Session 2** - Sun 23.03.2014 - Text, drawing **Session 3** - Mon 24.03.2014 - Generative graphics; multi-touch; accelerometer **Session 4** - Wed 26.03.2014 - Bitmap image **Session 5** - Thu 27.03.2014 - Video; sound **Session 6** - Sun 30.03.2014 - Classes; GUI **Session 7** - Mon 31.03.2014 - Project presentations
Independent work in English	Students are required to plan, develop, document and present an individual project at the end of the course.
Learning outcomes in English	By the end of the course, students should have developed an interactive application.
Responsible lecturer	Nuno Correia, David Lamas

Study literature	Noble, Joshua (2012) Programming Interactivity (2nd Edition), O'Reilly Media
Replacement literature	To be discussed with the teacher.