

# Computing project

#### Lecturers

Mauro BIRATTARI (Coordinator) and Mehrdad TERATANI

#### Course mnemonic

PROI-H402

#### **ECTS** credits

5 credits

#### Language(s) of instruction

English

#### Course period

Academic year

### Course content

Within the framework of PROJ-H-402, each student has to carry out an individial project commissioned by a faculty member that plays the role of a customer. The specific goals of a project are defined by the faculty member that commissions the project.

# Objectives (and/or specific learning outcomes)

PROJ-H-402 is a computer programming project. With this project, the student will gain experience in how to produce software for a customer. The role of the customer will be played by a member of the faculties involved in the master program. The faculty member that commissions the software will provide the student with all the needed guidance. It is the final responsibility of each student to find his/her project.

## Pre-requisits and co-requisits

### Course having this one as co-requisit

MEMO-H504 | Mémoire de fin d'études en Informatique | 20 crédits

## Teaching method and learning activities

The student learns by carrying out the project. The student periodically meets the faculty member that commissioned the project to get guidance and suggestions.

## Contribution to the teaching profile

The course contributes to the development of the following abilities:

> conceive, implement, correct, and/or maintain complex computer systems

- > practically solve complex technical and scientific problems
- > by acting as a responsible professional
- by practicing proper projet management
- > by relying on the ability to interact
- > by mastering scientific, technical and personal communication
- by adopting a scientific and technical practice that marries rigor and creativity
- by applying a deep knowledge of the scientific and technical domains

# References, bibliography and recommended reading

As suggested at the beginning of the year by the faculty member that commissions the project.

### Other information

## Contact(s)

Mauro Birattari <mbiro@ulb.ac.be>

## Evaluation method(s)

Other

### Evaluation method(s) (additional information)

Each student is evaluated by a jury composed of three members formed and chaired by the faculty member that has originally commissioned the project. The evaluation is based on a report, on an oral presentation, and typically by a demo of the software produced. The exact set of deliverables that the student has to produced is defined at the beginning of the year by the faculty member that commissions the project.

# Determination of the mark (including the weighting of partial marks)

As defined and communicated to the student by the faculty member that commissions the project at the beginning of the year.

## **Programmes**

# Programmes proposing this course at the Brussels School of Engineering

MA-IRIF | Master of science in Computer Science and Engineering | finalité Professional/unit 1