

6th International IT-seminar for students

Business Academy Copenhagen North

March 14th – March 17th 2011

In cooperation with

HAAGA-HELIA University of Applied Sciences (Finland)

Universidad Europea de Madrid (Spain)

Monday March 14th

Denmark

Smartphones and Large Systems

9:30 – 10:30 Lecture: Introduction to the seminar (room 401 A)

Welcome and introduction to the overall topic for the seminar

Speakers: Anders Kalhauge and Lars Bogetoft

10:45 – 12:00 Smartphones and Large Systems

A brief introduction to smart phone app development using Android, What makes smart phones smart, and not just a hybrid between a clumsy phone and a laptop with a very small screen, are the applications.

Smart apps have to be swift and easy to use, even when you are on the move.

Actually being on the move, and the ability to act on that fact, might be the main purpose of the app.

How can smart phones be used as front end devices for large systems? What are the limitations and advantages of smart phones versus browsers and pc-programs?

Speakers: Anders Kalhauge and Lars Bogetoft

12:00 – 13:00 Lunch break

13:00 – 16:00 Work shop

Together we will create a simple Android app.

Lecturers: Anders Kalhauge and Lars Bogetoft

16:00 – 18:00 Social Activity

Danish Welcome buffet in the local school bar called Bar44

Tuesday March 15th

Denmark

Smartphones and Large Systems II

9:00 – 12:00 Workshop continued (room 401 A)

We will extend the simple Android app from Monday afternoon.
Lecturer(s): Anders Kalhauge and Jette-Kreiner-Møller

12:00 – 13:00 Lunch break

14:00 – 16:00 Social Activity

Seeing Copenhagen from the right angle
Meeting place: Nyhavn at 14:00 – don't be late!

Wednesday March 16th

Spain

Robotics

The world of robotics is fascinating. This year Universidad Europea de Madrid (UEM) wants to share knowledge and experience in a didactic and practical way in the environment of Robotics. We will focus on platforms to design and program robots. We have with us two expert teachers in the subject who will discuss the new trends of robotics and the teaching experience at UEM. UEM Computer Science students will show the Lego NXT platform, and different ways to design and program robots. We will enjoy a workshop where students can learn how to use the Legos and a challenge will be presented to work in multinational teams: Robot Programming Contest.

09:30-10:00 Presentation and Agenda for the day (room 401 A)

Speaker: Gonzalo Mariscal

10:00-10:30 New trends in Robotics

Lecturer: Gonzalo Mariscal

10:30-11:00 Break

11:00-11:45 Robotics Teaching Experience at UEM

Lecturer: Nourdine Aliane

11:45-12:45 Lunch Break

12:45-13:30 Intro to Lego-NXT Programming

Lecturer: UEM Students

Group 1: Programming in a Graphical Environment: NXT-G

Group 2: Programming in a Textual Environment: NXC

13:30-16:30 Workshop: Lego-NXT Programming

Lecturer: Nourdine Aliane

Evening activities

Students are on their own!

Teachers will have a home cooked meal in Northern Zeeland ☺

Thursday March 17th

Finland

Topic: How To Be An IT Professional Now... And In The Future

Short motivation: Our chosen field, Information technology, is a demanding one because of the fast pace of change. In every area of ICT, new ideas and technologies are being rolled out all the time. IT professionals' should therefore be able to both use and maintain current systems, and develop new ones. In our day program we try to present our vision of pervasive computing and the effect it will have, and how we as IT pros should behave and develop ourselves so as to meet the challenges.

09:00-11:00 Lecture: Ambient Computing is here, - well, at least pretty close (room 401 A)

Pervasive computing has been around for some time now, but it is only through the availability of wired and wireless bandwidth that computing truly penetrates everything. I try to present some of the basic ideas behind pervasive computing and how networked devices are becoming more and more ubiquitous, and to direct the participants towards thinking of the networked future as a positive challenge.

Speaker(s): Heikki Hietala

11:00-11:30 Lunch break

11.30-14.00 Workshop: Unexpected Excel Programming

In the ambient world, many IT features will move into the cloud and you no longer will necessarily know where the computing takes place. On the other hand, it is possible even now to use tools in ways they were not originally meant to be used. Hence, we will use Excel and VBA to program a game.

Speaker(s): Christian Brade

14:00-15:00 Evaluation of the seminar – learning the lesson

Presentation of faculty staff

Gonzalo Mariscal Vivas

Formal title: International Manager and lecturer

Teaching topics: Computer Architecture and Videogame Development

Main interest: International mobility programmes, data Mining, e-learning and virtual reality technologies

Nourdine Aliane

Formal title: Associate Professor

Main interests: Intelligent vehicles, control systems, robotics, and education.

Christian Brade

Formal title: Lecturer

Teaching topics: Visual Basic, Java, ASP, PHP, VBA, SQL, databases and finance

Main interest: Programming

Heikki Hietala

Formal title: Lecturer

Teaching topics: Digital Media, Internet programming, databases, International Business basic tools, final thesis management

Main interest: New media applications, Flash, user interfaces, pervasive computing

Anders Kalhauge

Formal title: Lecturer

Teaching topics: Programming, Operating Systems, Networks

Main interests: Experienced programmer and software architect with large distributed systems as speciality

Lars Bogetoft

Formal title: Lecturer

Teaching topics: Programming, Systems development, Organisational theory

Main interests: Systems development, project organisation, globalization and innovation

Jette Kreiner-Møller

Formal title: Lecturer

Teaching topics: Programming, Operating Systems, Networks, Architecture, Databases

Main interests: Programming

Tine Marbjerg

Formal title: Lecturer

Teaching topics: Design, Programming, Database, Test

Main interests: Architecture, Test-Driven Development