7th International IT-Seminar for Students

Universidad Europea de Madrid

March 20th – March 23rd 2012

In cooperation with

HAAGA-HELIA University of Applied Sciences (Finland)

Business Academy Copenhagen North (Denmark)

Background

The IT Seminar is an independent international event with participations of Professors and Students from Universities from different nations. It is running from 2006 and participants from 20 different countries have enjoyed the programme.

It consists in Lectures and Workshops related with Information Technologies System Development: every entity has to choose its own topic and devise the teaching approach: general approach of seminar leads to practical topics oriented to IT system development (IT applications, IT Communications, quality, software engineering, usability, embedded software, etc.).

IT Seminar also powers Crossing Cultures and Team Building concepts. Students will learn to see things from new perspectives so they can get the results they want faster.

We hope you enjoy at IT-Seminar 2008 in Madrid.

Universidad Europea de Madrid

Welcome to Universidad Europea de Madrid, a young, dynamic institution, fully prepared to meet the challenges of today and the future, contributing to society's progress by:

Training leaders and professionals well prepared to respond to the needs of a global market, who contribute to social progress with an entrepreneurial spirit and an attitude of ethical integrity.

Creating and transferring knowledge through applied research of social relevance, therefore contributing to progress and positioning us at the forefront of intellectual and scientific development.

As a member of Laureate International Universities, Universidad Europea de Madrid is linked to professors and students of more than 60 nationalities.

UEM has approximately 16.000 full time undergraduate and graduate students.

The Computer Science and Communications Engineering Area is one of the four Areas in which the School of Engineering & Applied Sciences is divided. The Computer Science Department offers a 4-year Bachelor's Degree in Computer Science and 4 different 1-year Master programs related to IT Management, Security, New Devices and Telecommunications.

Tuesday March 20th

Spain

Multimedia & Videogames

A videogame is a specific type of software with the goal of entertainment. Students will learn the fundamentals and apply the basic multimedia and videogames technologies in order to design and develop a videogame.

Room: C317 (Building C)

9:30 – 10:00 Introduction to IT-Seminar

Welcome and introduction to the overall topic for the seminar
Speaker: Gonzalo Mariscal

10:00 – 12:30 Creating Videogames with Adobe Flash

Fundamentals of Videogame Technologies and Introduction to Flash.
Developing a Videogame.
Lecturer: Gonzalo Mariscal

12:30 – 13:30 Lunch break

13:30 – 14:30 Campus Tour

Speaker: Gonzalo Mariscal

15:00 Enjoy City of Madrid

Bus: Parking Building B
Madrid Tour

Wednesday March 21st

Spain

Visit to Financial City & Industrial Robotics Programming

The Santander Group City is an amazing place where you will discover unexpected things.
Apart from offices and sophisticated systems (all bank operations of Santander Bank all over the world are managed in Madrid), you will enjoy nature, relax, art and you will know other universities.
During the afternoon topic you will enjoy the Industrial Robotic Programming.

09:00 – Bus in Hotel Principe Pio

10:00 – Arrival to Financial City of Madrid

10:00 – 13:00 Visit to Financial City of Madrid (Santander Group City)

13:30 – Arrival to UEM

13:30 – 14:30 Lunch break

15:00 – 17:30 Industrial Robotic Programming

Room C107

Introduction to Industrial Robotic Programming
Industrial Robotic Programming Workshop
Lecturer: Nourdine Aliane

Thursday March 22nd

Denmark

Room: C317 (Building C)

The beauty of chaos

It will cover different aspects of mathematical chaos, history, philosophy, and of course how it can be used and visualized in a computer.
The workshop will include some algorithms and Java programming.

09:30-12:30 The Beauty of Chaos
> Speaker: Anders Kalhauge

12:30-13:30 Lunch Break

13:30-16:30 Workshop
> Lecturer: Anders Kalhauge

Evening activities
> Students are on their own!
> Teachers will have a Gala Dinner. Pick up at 20:00h at Hotel Principe Pio

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Friday March 23rd

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.

Room: C317 (Building C)

09:30-11:30 Lecture: Ambient Computing is here, - well, at least pretty close

> 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

11:30-12:30 Introduction to Workshop: Mobile Game Programming

> The Workshop will be an introduction to mobile handset games programming with J2ME running on Eclipse. Each team will be presented with a basic game project and they will modify it to suit their ideas
> Lecturer: Christian Brade

12.30-13.30 Lunch Break
> (Teachers, during lunch): Evaluation of the seminar – learning the lesson

13.30-15.00 Workshop: Mobile Game Programming
> J2ME – Programming mobile games

15.00 Closing the IT Seminar 2012

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