

| <b>STUDY MODULE DESCRIPTION FORM</b>  |  |  |
|---|--|--|
| Name of the module/subject<br><b>(-)</b>  |  | Code<br><b>1010401111010411147</b>                     |
| Field of study<br><b>EDUCATION IN TECHNOLOGY AND</b>  | Profile of study<br>(general academic, practical)<br><b>(brak)</b> | Year /Semester<br><b>1 / 1</b>                         |
| Elective path/specialty<br><b>-</b>   | Subject offered in:<br><b>Polish</b>                               | Course (compulsory, elective)<br><b>obligatory</b>     |
| Cycle of study:<br><b>First-cycle studies</b>   | Form of study (full-time, part-time)<br><b>full-time</b>           |  |
| No. of hours<br>Lecture: <b>2</b> Classes: <b>-</b> Laboratory: <b>2</b> Project/seminars: <b>-</b>   |  | No. of credits<br><b>4</b>                             |
| Status of the course in the study program (Basic, major, other)<br><b>(brak)</b>  |  | (university-wide, from another field)<br><b>(brak)</b> |
| Education areas and fields of science and art   |  | ECTS distribution (number and %)                       |
| <b>Responsible for subject / lecturer:</b>  |  |  |
| dr inż. Marek Nowicki<br>email: marek.nowicki@put.poznan.pl<br>tel. 61 665-32-33, 61 665-3236<br>Wydział Fizyki Technicznej<br>ul. Nieszawska 13A 60-965 Poznań   |  |  |
| <b>Prerequisites in terms of knowledge, skills and social competencies:</b>   |  |  |
| 1   | <b>Knowledge</b>   | Basic knowledge of computer science.                   |
| 2   | <b>Skills</b>  | Basic computer skills with Windows OS.                 |
| 3   | <b>Social competencies</b>   | Ability to work in a group, active in solving problems |
| <b>Assumptions and objectives of the course:</b>  |  |  |
| The course is designed to acquaint students with the structure and basic functions of personal computers, types and capabilities of operating systems and software used for the preparation of the scientific and the analysis and presentation of the results of laboratory tests. Will be transferred to the practical knowledge and skills in multimedia technology including issues auditory and visual perception.   |  |  |
| <b>Study outcomes and reference to the educational results for a field of study</b>   |  |  |
| <b>Knowledge:</b>   |  |  |
| 1. Explain the structure and function of basic computer components, and explain how computers process information. - [K_W05 K_W08 K_W14]<br>2. Explain the functions and demonstrate the differences and similarities between today used personal computer operating systems. - [K_W07 K_W13]<br>3. Present and discuss the principle of presenting the results of research, publishing literature references and building plots. - [K_W20]<br>4. List and describe the hazards and risks to which it is exposed to the computer user. - [K_W05 K_W15]<br>5. Explain the structure and operation of the Internet. Describe the protocols used to transmit data over the Internet. - [K_W15 K_W07]<br>6. Objaśnić zastosowanie technologii informatycznych w życiu i pracy współczesnego człowieka. Wytłumaczyć zasadę działania i budowę urządzeń podłączanych do komputera. - [K_W05]<br>7. Present and discuss the rules for the establishment and use of bitmap and vector graphics - [K_W07 K_W09]<br>8. Display technologies used in the recording and processing of multimedia content. - [K_W07 K_W09] |  |  |
| <b>Skills:</b>  |  |  |

1. He can prepare properly formatted document which scientific work, including literature references, images, designs tables and indexes. - [K\_U01 K\_U13]
2. Prepare and present a multimedia presentation of a scientific, containing tables, formulas, images. - [K\_U02 K\_U03]
3. It can create graphs and analyze scientific data content using Origin. - [K\_U03 K\_U19]
4. It can protect your data against unauthorized access. It can protect your computer against unwanted programs - [K\_U14 K\_U25]
5. Properly set up your Internet connection by wired or wireless network - [K\_U12 K\_U13]
6. Prepare quality bitmap graphics. - [K\_U03]
7. Prepare quality vector graphics. - [K\_U03 K\_U06]
8. Prepare a media clip containing video, - [K\_U03]

**Social competencies:**

1. Engage in self-solving IT problems. - [K\_K01 K\_K03]
2. Recognize the need for ethical use of computer software in accordance with its license. - [K\_K06 K\_K09]

**Assessment methods of study outcomes**

Lecture - final test contains 5-10 questions and multimedia presentation.

Laboratory exercises: 2-3 tests practical skills using a computer and software.

**Course description**

Lecture:

- Introduction to the history of science
- Types of computers
- ways of encoding and processing by computers
- an overview of operating systems
- basic types of applications running on the PC
- types of licenses and the licensing and sale of computer programs
- ergonomic principles when working with a computer
- emergency information - unwanted software, hacking, protect against them
- MSDN-AA license acquisition in the student account on PP, service and operation of a network of university PP
- Introduction to the Internet: the history and present state.
- The protocols used for communication over the Internet.
- E-mail.
- Searching for information on the Internet.
- Security using the Internet.
- Computer Graphics Vector and Raster. Differences and use.
- Processing of vector and raster graphics. Optimize file size.
- Digital sound recording.
- Creation and processing of digital video.
- Construction of peripheral equipment and software used to process digital media (scanners, printers, digital cameras).
- Computer Graphics Vector and Raster. Differences and use.

Laboratory:

- Advanced Document Creation - Microsoft Word
- calculation and processing of measurement results - Microsoft Excel
- imaging and analysis of results - OriginLab Origin
- basis for the correct presentation of scientific, create it with a Microsoft Powerpoint
- Raster-processing. Optimize file size.
- Create vector graphics.
- Trace bitmap graphics.
- Fundamentals of digital audio.
- Creation and processing of digital video.
- Supports peripherals and software used to process digital media (scanners, printers, digital cameras).

|   |                             |             |
|---|-----------------------------|-------------|
| <b>Basic bibliography:</b>  |                             |             |
| 1. Silberschatz A., Galvin P.B., Gagne G., ?Podstawy systemów operacyjnych? WNT 2006.                       |                             |             |
| 2. Origin - Podręcznik użytkownika Gambit 2004.   |                             |             |
| 3. Maria Sokół, Piotr Rajca ?Internet ? ćwiczenia praktyczne? Helion 2006.                                  |                             |             |
| 4. Roland Zimek, Łukasz Oberlan ?ABC grafiki komputerowej? Helion 2005                                      |                             |             |
| 5. Bartosz Danowski ?Komputerowy montaż wideo? Helion 2006.   |                             |             |
| <b>Additional bibliography:</b>   |                             |             |
| 1. Aktualne numery czasopism komputerowych.   |                             |             |
| <b>Result of average student's workload</b>   |                             |             |
| <b>Activity</b>   | <b>Time (working hours)</b> |             |
| 1. participation in lectures  | 30                          |             |
| 2. participation in laboratories  | 30                          |             |
| 3. guide the content of the previous lecture, the analysis of other lectures, laboratory exercises analysis | 8                           |             |
| 4. prepare to pass the lecture and laboratory   | 10                          |             |
| 5. participation in consultations related to the implementation of the training                             | 2                           |             |
| 6. Practical exercises using a computer at home   | 30                          |             |
| <b>Student's workload</b>   |                             |             |
| <b>Source of workload</b>   | <b>hours</b>                | <b>ECTS</b> |
| Total workload  | 75                          | 4           |
| Contact hours   | 40                          | 1           |
| Practical activities  | 45                          | 1           |