STUDY MODULE DESCRIPTION FORM							
Name of Inter	f the module/subject net Technologie	s - Selected Issues		Code 1010331561010337132			
Field of	study		Profile of study	Year /Semester			
Information Engineering			(general academic, practical (brak)	¹⁾ 3/6			
Elective	path/specialty	f Computer Systems	Subject offered in:	Course (compulsory, elective)			
Cycle of							
	First-cyc	cle studies	full-time				
No. of h	ours			No. of credits			
Lectur	e: 30 Classes	s: - Laboratory: 30	Project/seminars:	- 5			
Status o	of the course in the study	program (Basic, major, other)	(university-wide, from another	field)			
		(brak)		(brak)			
Education	on areas and fields of sci	ence and art		and %)			
techr	nical sciences	5 100%					
Resp	onsible for subje	ect / lecturer:	Responsible for subje	ect / lecturer:			
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Prere	quisites in term	s of knowledge, skills an	d social competencies	:			
	Knowledge	1. Student has structured and methodologically grounded knowledge on software engineering.					
1		2. Student has structured and theoretically grounded knowledge on network technologies.					
	Student has structured and theoretically grounded knowledge on databases and warehouses.						
2	Skills	1. Student can use programming platforms and environments to design, run and debug simple programs written in imperative, object-oriented and declarative programming languages.					
		2. Student is able to design and formulate simple queries to it.	implement a simple database	or warehouse and he/she can			
3	Social competencies	Student knows that she/he is ob obliged to perform well the part	liged to perform well her/his jo of assigned to her/him part of t	b and also knows that she/he is eamwork.			
Assu	mptions and obj	ectives of the course:					
Studer of assig	t knows that she/he is gned to her/him part o	obliged to perform well her/his jo f teamwork.	b and also knows that she/he	is obliged to perform well the part			
	Study outco	mes and reference to the	educational results for	r a field of study			
Know	vledge:						
1. Student has structured and theoretically grounded knowledge on internet technologies [K_W11]							
2. Stuc	lent has knowledge or	n state-of-the-art and modern tren	ds in computer engineering [[K_W19]			
Skills	:						
1. Student can design and implement basic functionalities concerning internet portals and services [K_U15]							
2. Student can work individually and in collaboration; is able to estimate time needed to perform the ordered task; is able to formulate a schedule of works to be done [K_U02]							
Social competencies:							
 Student is aware of his/her responsibility for the work done and he/she is ready to comply the rules of work in a team and to bear the responsibility for the collaboratively performed task [K_K04] 							
Assessment methods of study outcomes							

Lecture: writing exam (testing the knowledge concerning the basic standards and features of Semantic Web and Web 2.0 applications), minimal score 50,1%.

Laboratory: scored: a) presentation of a (fragment of collaboratively developed) running system/description of a practically developed resource b) submission of an individual report on a work done c) punctuality of work.

Course description

Lecture:

Internet information systems (definition, classes of architectures, classification of systems). Web generations. Representing and processing of data on the Web (markup languages and their application interfaces: SGML, HTML, HTML5 and the XML family). Notion of a ?semantic metadata?. Standards of metadata (RDF and RDFS). Semantic Web (ideas, tools and applications): a notion of a (computational) ontology, classifications of ontologies, selected ontologies and their creation&processing methodologies; OWL and OWL2 languages; selected ontology editing and processing tools. Rule-based representations of data on the Web: SWRL language. Querying Web metadata via SPARQL. The idea and basic features of of Web 2.0/3.0. Linked Open Data (LOD). DBpedia and YAGO 2/3 knowledge bases.

Laboratory:

Collaborative designing and implementing modules of applications that are elements of the ?Environment to semanticsdirected creating and exploiting of an information system?:

1. Acquiring the features of the legacy environment and the task to be done; forming the working team and selecting its leader; methodology selection and assigning tasks to the team members.

2. Writing the report on the ?introductory work? and making the individual work schedule.

3. - 5. Working on tasks.

6. Reporting works done (a model, an algorithm, chosen tools and technologies).

7. Multimedia presentation of the obtained results, chaired by the team leader.

8.Summary.

Basic bibliography:

1. Recommendations of W3C http://www.w3.org/TR.

2. RFC documents.

3. Thematic Internet portals.

Additional bibliography:

Result of average student's workload

Activity	Time (working hours)
1. lecture	20
2. laboratory	16
3. exam and consulting hours with the teacher	14
4. preparation for exam	16
5. preparation for laboratory	59

Student's workload

Source of workload	hours	ECTS		
Total workload	125	5		
Contact hours	50	2		
Practical activities	75	3		