

<b>Basic data of the subject</b>	
<b>Academic Unit:</b>	<b>Faculty of Architecture, Design and Wood Technology</b>
<b>Program:</b>	<b>Interior Architecture and Furniture Design</b>
<b>Title of the subject:</b>	<b>Applied Informatics</b>
<b>Level:</b>	<b>Bachelor</b>
<b>Course Status:</b>	<b>Mandatory</b>
<b>Year of studies:</b>	<b>I</b>
<b>Number of hours per week:</b>	<b>3</b>
<b>Value of Credits - ECTS:</b>	<b>5</b>
<b>Time / location:</b>	<b>UASF</b>
<b>Course lecturer:</b>	<b>Prof. Ass. Dr. Fakiye Zejnnullahu</b>
<b>Contact details:</b>	<a href="mailto:fakiye.zejnullahu@ushaf.net">fakiye.zejnullahu@ushaf.net</a>
<b>Course Description</b>	<p>Applied Informatics will equip student with comprehensive knowledge of computer science, examining computers at different levels: from hardware to their application in the design industry and in Architecture of Interior.</p> <p>The course contains basic topics on computer science: Brief description of computers, hardware and computer software, computer networks and Internet, technologies applied to furniture design and Architecture of Interior (Augmented Reality, Internet of Things -IoT, Artificial Intelligence, 3D Printing, etc.).</p> <p>In addition to, other topics from using of software for Word processing, presentation, spreadsheet and design (MS Word, MS Excel, MS Power Point and MS Visio) are issues dealt within this course.</p>
<b>Objectives of the course:</b>	<p>The aim of this course it to introduce students to the role and the interrelationship between Informatics in Architecture of Interior and Furniture Design, innovative technologies applied , to introduction students with a variety of terms, definitions and concepts that apply to the use of computers, as well as to extend students' knowledge and skills to use Application software for problem solving, communication, presentation and desing (MS Word, Power Point dhe MS Visio )</p>
<b>Expected learning outcomes:</b>	<p>After completing this course, student will be able to:</p>

	<ul style="list-style-type: none"> <li>• Understand the Informatics' impact in the furniture industry and Interior Architecture.</li> <li>• Know the innovative technologies applied in Interior Architecture and Furniture Design</li> <li>• To gain general knowledge about Hardware and computer Software (Operating System and Application programs), Internet and Computer Network.</li> <li>• To use e programs (Word, Excel, Power Point, and Visio) and to adapt these programs for their needs.</li> </ul>		
<b>Contribution to the student load (which must correspond with learning outcomes)</b>			
<b>Activity</b>	<b>Hour</b>	<b>Day/Week</b>	<b>In total</b>
Lectures with numerical exercises	3	15	45
Internship			
Contacts with teacher / consultations			
Field exercises			
Midterm, seminars and projects.	3	2	6
Homework			
Self-learning time student (at the library or at home)	3	15	45
Final preparation for the exam	7	2	14
Time spent on evaluation (tests, quiz and final exam)			
Projects and presentations	3	5	15
<b>Total</b>			<b>125</b>
<b>Teaching methodology:</b>	Classroom lectures and discussions as well as practical exercise with computer. The study projects in which students will work in groups.		
<b>Assessment methods:</b>	Examination content: Project assignment as seminar paper and final examination, <ul style="list-style-type: none"> <li>• Attendance and Activity: 10%</li> <li>• Test 1:30%</li> <li>• Test 2: 30%</li> <li>• Seminar work / Project assignment: 30%</li> </ul> Total: 100%		
<b>Literature</b>			

<b>Basic Literature:</b>	<ol style="list-style-type: none"> <li>1. Helene G. Kershner, Computer Literacy, (Second Edition), D.C. Heath &amp; Co.</li> <li>2. ECDL(MS Word, MS Excel, MS Power Point)</li> <li>3. Links to internet</li> </ol>
<b>The ratio of theory and practice</b>	Theory: 80%; Practice: 20%

<b>Designed learning plan</b>	
<b>Week:</b>	<b>Lectures and exercises to be held</b>
<b>Week one:</b>	Objective of the course - Syllabus;
<b>Week two:</b>	Introduction to Informatics; Hardware of computer Operating System and Application software;
<b>Week three:</b>	Computer networks and Internet
<b>Week four:</b>	How Informatics is transforming the world of Architecture of Interior and Furniture Design
<b>Week five:</b>	Technologies applied to furniture design and architecture of interior
<b>Week six:</b>	Augmented Reality, Internet of Things -IoT
<b>Week seven:</b>	<b>Test 1</b>
<b>Week eight:</b>	Artificial Intelligence, 3D Printing, other technologies
<b>Week nine:</b>	Word processing softwares (MS Word 2016)
<b>Week ten:</b>	Spreadsheets Software (MS Excel 2016)
<b>Week eleven:</b>	Presentation programs (MS Power Point 2016)
<b>Week twelve:</b>	MS Visio
<b>Week thirteen:</b>	<b>Test 2</b>
<b>Week fourteen:</b>	<b>Study visits to a company</b>
<b>Week fifteen:</b>	<b>Presentation of projects.</b>

<b>Academic policies and rules of conduct</b>
Regular attendance of lectures and exercises is necessary, as well as active participation with discussion and solution of tasks. Not impeding the progress required for learning using mobile phones turned off or in silent mode.