

# **Interactive Systems**

Programme course

6 credits

Interaktiva system

**TDP022** 

Valid from: 2017 Spring semester

**Determined by**Board of Studies for Computer Science and Media Technology

**Date determined** 2017-01-25

## Main field of study

**Programming** 

## Course level

First cycle

## Advancement level

G2X

## Course offered for

• Programming

## **Entry requirements**

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

## Examination

UPG3	Assignment with oral and written examination	1.5 credits	U, 3, 4, 5
UPG2	Assignment with oral and written examination	3 credits	U, 3, 4, 5
UPG1	Assignment with oral and written examination	1.5 credits	U, 3, 4, 5

## Grades

Four-grade scale, LiU, U, 3, 4, 5

## Department

Institutionen för datavetenskap

## Director of Studies or equivalent

Jalal Maleki

#### Examiner

Magnus Bång

## Course website and other links

http://www.ida.liu.se/~TDP022



Education components
Preliminary scheduled hours: 24 h
Recommended self-study hours: 136 h

## Course literature

Kurslitteratur anslås på kurshemsidan



#### **Common rules**

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning\_pa\_grund\_och\_avancerad\_niva.

