LINKÖPINGS UNIVERSITET

Project: Mobile and Social Applications

Programme course

11 credits

Projekt: Mobila och sociala applikationer

TDDD80

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

Computer Science and Engineering, Computer Science

Course level

First cycle

Advancement level

G1X

Course offered for

- Computer Science and Software Engineering, M Sc in Engineering

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

PRA1	Individual project assignment	6 credits	U, 3, 4, 5
LAB2	Computer labs	3 credits	U, G
LAB1	Computer labs	2 credits	U, G

Grades

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

Department

Institutionen för datavetenskap

Director of Studies or equivalent

Jalal Maleki

Examiner

Rita Kovordanyi

Education components

Preliminary scheduled hours: 196 h
Recommended self-study hours: 97 h

Course literature

Fastställs senare

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.