

9) Design for the Web

Summary

Introduction to different students projects concerning interface Design/digital information systems. Developing the topic of "3 levels of communication" and an introduction to semiotics for designers. Presentation of a publication about the ideas of "Sign Systems of Visual Communication". A new point of departure ensures from examination concerning the advantages and disadvantages of visual communication in comparison with the limitation of national languages under the conditions of global communication.

10) How to build a digital ASIC

Summary

How to build a digital ASIC
From the design to the implementation
What is an ASIC
How to design a digital integrated circuit
How to implement a digital integrated circuit
Case Study: Design of a simple system
Conclusions

11) Electronic villages - Modern tendencies and advanced techniques of interaction in Community environments of use.

Summary

Will become a presentation of basic significances of "Community" interaction in simultaneously "virtual-Community" environments of use and will be given examples from work of research and technological growth.

12) Quality Management for Engineering

Summary

This is a subject with case studies regarding the relationship between workers and employers, a consulting and promotive discussion, so as to prepare and offer the possibility of reviewing and analysing the past working periods, in order to clarify, which aims have been attained, in all these relevant aspects of co-operation in quality management. In addition, it offers the possibility to the students, not only to develop their interests but also to develop their interpersonal skills in their working environment. It is important to be stressed that there will be presented examples on creative quality management.

13) An Introduction to Software Engineering

Summary

The objectives of this lecture are:
To introduce software engineering and to explain its importance
To set out the answers to key questions about software engineering
What is software? What is software engineering? What is the difference between software engineering and computer science?

What is the difference between software engineering and system engineering? What is a software process?
What is a software process model?
What are the costs of software engineering?
What are software engineering methods?
What is CASE (Computer-Aided Software Engineering)
What are the attributes of good software?
What are the key challenges facing software engineering?
To introduce ethical and professional issues and to explain why they are of concern to software engineers.

More Details

Course total hours: ~70h 7 ECTS points

The Courses will be held on the campus of the TEI by:

- a) class contact mode
- b) Workshops and demonstrations
- c) Project work of participants

Lecturers

Akoumianakis,D. (TEI)	Frese,R. (FH Düsseldorf)
Karagiannis,S. (TEI)	Henning,G. (FHDüsseld.)
Malamos,A. (TEI)	Schnell,A. (FHDüsseld.)
Pallis,V. (TEI)	Meier,G. (FH Düsseldorf)
Vidakis,N. (TEI)	
Vlissidis,A. (TEI)	Nikula,D (U. Brasov)
Zacharopoulos,V. (TEI)	Skekely,I (U. Brasov)

Cunver.M (U. Odense) Kneidl,M.(FH Vorarlberg)

HOW TO REACH the TEI HERAKLION

By plane to Airport Nikos Kazantzakis Heraklion
From airport with busline nr.1 to the TEI Heraklion.

Contact and Registration

is available on
email: esc@epp.teiher.gr



T.E.I.
OF CRETE

FH D
Fachhochschule Düsseldorf
University of Applied Sciences



EUROPEAN SUMMER SCHOOL INTENSE PROGRAMME

TITLE

"Applied Informatics and Digital Information Systems"

Duration 10. July - 21. July 2006
Venue: T.E.I. Heraklion, Crete

Organising Institutions:
TEI Heraklion, FH Düsseldorf

Coordinators:
Prof. Andreas Vlissidis, TEI Heraklion
Prof. Axel Schnell, FH Düsseldorf



Socrates