



Subject card

Subject name and code	Visualization and Multimedia in Technology, PG_00038327						
Field of study	Automation, Robotics and Control Systems						
Date of commencement of studies	October 2022	Academic year of realisation of subject			2023/2024		
Education level	second-cycle studies	Subject group			Optional subject group Subject group related to scientific research in the field of study		
Mode of study	Part-time studies	Mode of delivery			at the university		
Year of study	2	Language of instruction			Polish		
Semester of study	3	ECTS credits			2.0		
Learning profile	general academic profile	Assessment form			assessment		
Conducting unit	Department of Metrology and Information Systems -> Faculty of Electrical and Control Engineering						
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Anna Golijanek-Jędrzejczyk				
	Teachers		dr inż. Anna Golijanek-Jędrzejczyk				
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	10.0	0.0	10.0	0.0	0.0	20
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	20		4.0		26.0	50
Subject objectives	The aim of the course is to prepare students to work on designing ergonomic interaction systems for automation devices.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	K7_K02		The student is able to work in a group.		[SK3] Assessment of ability to organize work [SK1] Assessment of group work skills [SK2] Assessment of progress of work [SK4] Assessment of communication skills, including language correctness		
	K7_W04		Based on the acquired knowledge, the student is able to solve complex optimization problems.		[SW1] Assessment of factual knowledge [SW3] Assessment of knowledge contained in written work and projects [SW2] Assessment of knowledge contained in presentation		
	K7_U02		The student defines and classifies visualization systems. The student is able to choose the graphic form to the presented data. The student is able to plan and design an ergonomic user interface		[SU2] Assessment of ability to analyse information [SU1] Assessment of task fulfilment [SU3] Assessment of ability to use knowledge gained from the subject		

Subject contents	<p>Lectures Information theory. Historically ways of transmitting information. Definition of visualization. Visualization tasks. The use of visualization. Infovis definition, history, development and tasks of this discipline. Visual perception. Rules for selecting colors in visualization. Information visualization methods. .Examples of well-prepared visualizations. Examples of poorly prepared data visualizations. Principles of designing good visualization. Data mining techniques. Principles of visualization design. Rules for preparing technical documentation. Visualization testing. Infographics definition, history and development. Methods of presenting symbolic data. Pictograms. Multimedia technics. Multimedia possibilities. The use of multimedia in visualization.</p> <p>Laboratory Preparing two visualization projects in a group for the system given by the teacher. The first project will concern the visualization of measurement data from the experiment along with a short report. The second project is the preparation of visualization for the indicated system and a multimedia presentation for the prepared project (considering the use of multimedia techniques in the project).</p>								
Prerequisites and co-requisites									
Assessment methods and criteria	<table border="1" data-bbox="451 432 1487 499"> <thead> <tr> <th data-bbox="451 432 798 465">Subject passing criteria</th> <th data-bbox="805 432 1141 465">Passing threshold</th> <th data-bbox="1149 432 1487 465">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="451 465 798 499">Practical exercise during labs</td> <td data-bbox="805 465 1141 499">60.0%</td> <td data-bbox="1149 465 1487 499">100.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	Practical exercise during labs	60.0%	100.0%
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Recommended reading	<p>Basic literature</p> <p>Supplementary literature</p> <p>eResources addresses</p>	<p>1. Osińska V.: Wizualizacja informacji. Studium Informatologiczne.WNUMK, Toruń 2016.</p> <p>2. Claus O. Wilke: Podstawy wizualizacji danych. Zasady tworzenia atrakcyjnych wykresów. Helion, 2020.</p> <p>3. S. Berinato: Good Charts: The HBR Guide to Making Smarter, More Persuasive Data Visualizations. Harvard Business Review Press, 2016., ISBN-10: 1633690709.</p> <p>4. A. Kirk: Data Visualisation. A Handbook for Data Driven Design.Sage Publications Ltd., 2016. ISBN: 9781473912137</p> <p>5. Cooper A.: Wariaci rządzą domem wariatów. Dlaczego produkty wysokich technologii doprowadzają nas do szaleństwa i co zrobić, żeby tego uniknąć. 2004.</p> <p>6. Jacek Matulewski, Tomasz Dziubak, Marcin Sylwestrzak, Radosław Płoszajczak: Grafika. Fizyka. Metody numeryczne. Symulacje fizyczne z wizualizacją 3D. Wydawnictwo Naukowe PWN 2010.</p> <p>7. Srinivasan Desikan; Gopalaswamy Ramesh: Software Testing: Principles and Practices. Pearson Education India 2006</p> <p>8. Bogdan Wiszniewski, Bogdan Bereza-Jarociński: Teoria i praktyka testowania programów. PWN 2009</p> <p>9. Garr Reynolds: Zen prezentacji. proste pomysły i ważne zasady. Helion 2009</p> <p>10. T. Morzy: Eksploracja danych. Metody i algorytmy. Warszawa, 1, 2021. ISBN: 9788301171759</p> <p>1. Bednarek J., Multimedia w kształceniu. PWN, Warszawa 2006.</p> <p>2. Paul Beynon-Davies: Inżynieria systemów informacyjnych. WNT W-wa 2004.</p> <p>Adresy na platformie eNauczanie: WIZUALIZACJA I MULTIMEDIA W TECHNICE [Niestacjonarne] [2023/24] - Moodle ID: 32275 https://enauczanie.pg.edu.pl/moodle/course/view.php?id=32275</p>							
Example issues/ example questions/ tasks being completed	<ol style="list-style-type: none"> 1. Definition of visualization. 2. Classification and characteristics of visualization. 3. Data and methods of symbolic presentation. 4. Steps in designing visualization systems. 5. Rules for the drafting of technical documentation. 								
Work placement	Not applicable								