



Subject card

Subject name and code	Networked Mobile Technologies, PG_00048294						
Field of study	Informatics						
Date of commencement of studies	February 2024	Academic year of realisation of subject			2024/2025		
Education level	second-cycle studies	Subject group			Optional subject group Subject group related to scientific research in the field of study		
Mode of study	Full-time studies	Mode of delivery			at the university		
Year of study	1	Language of instruction			Polish		
Semester of study	2	ECTS credits			3.0		
Learning profile	general academic profile	Assessment form			exam		
Conducting unit	Department of Geoinformatics -> Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor	dr hab. inż. Marcin Kulawiak					
	Teachers	dr hab. inż. Marcin Kulawiak dr inż. Marek Kulawiak					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	15.0	0.0	0.0	30
	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	30	6.0		39.0	75	
Subject objectives	The aim is to develop a computer engineer who has knowledge and skills in communication techniques used in devices mobilnych. Jest prepared to work effectively in development teams in IT companies and ICT as well as in education, where their knowledge and skills will be used with the principles of legal and ethical awareness, and the social problems of computerization.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K7_W06] Knows and understands, to an increased extent, the basic processes taking place in the life cycle of devices, facilities and technical systems.	The student knows and understands the methods of realizing wireless communication using mobile devices.	[SW2] Assessment of knowledge contained in presentation
	[K7_W41] Knows and understands, to an increased extent, the standards, production methods, life cycle and development trends of software as well as information systems and applications.	The student knows and understands the evolution of consecutive versions of wireless communication standards and their applications for mobile devices.	[SW1] Assessment of factual knowledge
	[K7_U06] can analyse the operation of components, circuits and systems related to the field of study; measure their parameters; examine technical specifications; interpret obtained results and draw conclusions	The student can use tools for monitoring the network communication between mobile devices.	[SU4] Assessment of ability to use methods and tools
	[K7_W03] Knows and understands, to an increased extent, the construction and operating principles of components and systems related to the field of study, including theories, methods and complex relationships between them and selected specific issues - appropriate for the curriculum.	The student knows and understands the structure and principles of mobile applications which use wireless communication.	[SW1] Assessment of factual knowledge
[K7_U42] can solve engineering and research problems including design, assessment and maintenance of information systems and applications, using experimental methods and management techniques	The student can implement server and client applications which realize wireless communication on mobile devices.	[SU1] Assessment of task fulfilment	
Subject contents	<p>GSM network architecture Aspects of handling bluetooth connections in mobile devices Aspects of handling HTTP and HTTPS connections in mobile devices Connections using sockets on mobile devices Other standards for wireless connections used in mobile devices Calling network services on mobile devices Introduction to mobile websites Programming web applications for mobile devices Cloud computing in a mobile environment Other available network solutions for mobile platforms</p>		
Prerequisites and co-requisites	Basics of Java, C++ and Javascript programming.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Laboratory	50.0%	50.0%
	Lecture	60.0%	50.0%
Recommended reading	Basic literature	Android Programming Guide Windows Phone 7 Programming Guide IOS and iPhone Programming	
	Supplementary literature	TCP/IP. Experts book.Ed II Autorzy: Karanjit S. Siyan , Tim Parker	
	eResources addresses	Adresy na platformie eNauczanie:	

Example issues/ example questions/ tasks being completed	Creating a mobile application that uses Wi-Fi communication Creating a mobile application using the Bluetooth
Work placement	Not applicable