

Transversal project



Component
École Nationale
Supérieure
d'Électrotechnique
d'Électronique

In brief

- > **AmetyS Code:** N9EN17C
- > **Open to exchange students:** Yes

Presentation

Objectives

The objective of this subject is to approach a transversal project access on multimedia in an innovative and active way via a PPA (Problem and Project Based Learning). The subjects can cover the subjects of this UE (Vision and Augmented Reality) but also any other subject of the course approached in the other UE. Examples of past topics are: virtual visit of a museum, object detection and recognition applied to a video game, estimation of optimal trajectory in a video game.

Description

This subject allows to approach a specific application in order to confront the elements studied in courses and practical works with a concrete application, and to deepen the learning related to these various concepts. This project, carried out in groups, will be evaluated in the form of a report, presentation, report and peer evaluation. There will also be an individual online evaluation.

Pre-requisites

No prerequisites, but having taken PBL (Problem-Based Learning and Projects) in 2A Multimedia is a plus.