

## 804228 - ASO - Architecture and Operative Systems

Coordinating unit:	804 - CITM - Image Processing and Multimedia Technology Centre
Teaching unit:	804 - CITM - Image Processing and Multimedia Technology Centre
Academic year:	2019
Degree:	BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Compulsory) BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Teaching unit Compulsory)
ECTS credits:	6
Teaching languages:	Catalan, Spanish

### Teaching staff

Coordinator:	Costa Prats, Juan José
Others:	García Almiñana, Jordi

### Degree competences to which the subject contributes

#### Generical:

1. (ENG) Analitzar i avaluar l'estructura i arquitectura dels computadors, així com els components bàsics que els conformen.
2. (ENG) Interpretar los fundamentos del uso y programación de los computadores, los sistemas operativos, las bases de datos y, en general, los programas informáticos con aplicación en ingeniería.

#### Transversal:

3. EFFICIENT ORAL AND WRITTEN COMMUNICATION. Communicating verbally and in writing about learning outcomes, thought-building and decision-making. Taking part in debates about issues related to the own field of specialization.
4. TEAMWORK: Being able to work in an interdisciplinary team, whether as a member or as a leader, with the aim of contributing to projects pragmatically and responsibly and making commitments in view of the resources that are available.
5. EFFECTIVE USE OF INFORMATION RESOURCES: Managing the acquisition, structuring, analysis and display of data and information in the chosen area of specialisation and critically assessing the results obtained.

### Teaching methodology

(eng)

### Learning objectives of the subject

(eng)

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### Study load

Total learning time: 150h	Hours large group:	24h	16.00%
	Hours medium group:	16h	10.67%
	Hours small group:	0h	0.00%
	Guided activities:	20h	13.33%
	Self study:	90h	60.00%

### Content

(ENG) · Tema 1: Introducció. Evolució dels computadors i els sistemes operatius

Degree competences to which the content contributes:

Description:

(ENG) Introducció a l'assignatura

(ENG) Part I ¿ Arquitectura del computador

Degree competences to which the content contributes:

Description:

(ENG) · Tema 2: Arquitectura bàsica del computador

- Tema 3: El processador i la memòria
- Tema 4: El llenguatge ensamblador
- Tema 5: Dispositius d'entrada / sortida
- Tema 6: Dispositius específics per a vídeo jocs

(ENG) Part II ¿ El sistemes operatius

Degree competences to which the content contributes:

### Qualification system

(eng)

### Bibliography