

Informatica (II)  
INF/01 — 2018/19  
Wed: 12:00–13:30

Instructor: Robert Clarke  
Office Hours: Mon, Fri: 10:30–12:00  
Tue–Thu: 9:00–12:00  
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## Course Overview

In this course we will concentrate on diverse practical applications of IT with a particular focus on languages and audio-visual media.

We will begin by examining the concept of structured documents and we will look at how they can be used in the business world and in academic documents, such as a thesis.

Next, we will focus on subtitling and the processes of transcribing and adapting the text.

Then, we will explore the use of Computer-Aided Translation as a way of creating translations and in particular, we will look at tools to extract appropriate terminology.

Finally, we will explore Interactive Fiction, firstly focusing on creating simple forms of interaction and puzzles, before developing them further and forming a narrative.

## Course Promises

This course makes a set of promises to you (assuming you fulfil the expectations below). By the end of the course, you should be able to:

1. Organise and prepare a large document such as a thesis.
2. Transcribe and create English and Italian subtitles for an English-language video.
3. Prepare a glossary and use a Computer-Aided Translation tool to translate a document.
4. Structure and write a short piece of Interactive Fiction.

## Student Responsibilities

This course will only fulfil these promises if you promise the following in return:

1. **To attend class.** The course will rely largely on practical experiments and hands-on workshops. For this format to succeed, you must be present and on time.
2. **To read the assigned materials.** The guides that I provide will allow you to research the topics and read the background materials for each of them. By dedicating the lessons to hands-on workshops we can focus on the practical application.
3. **To bring your own laptop.** If you bring your own laptop then you can participate in the workshop, be sure that the software works and be able to ask if there are problems.
4. **To complete the required assignments in a timely fashion.** The assignments provide you with formal opportunities to experiment with the topics that we will be exploring. You will be able to focus better on each distinct topic if you turn in your work on time.

**Extensions require one full day's advance approval from me.**

## Evaluation

During the course you will be asked to prepare a coursework for each of the 4 topics:

1. You will combine a collection of documents to form a thesis. The resulting document will be structured correctly with a table of contents and roman numeral page numbers where applicable. (6 points)
2. You and up to three other students will create English and Italian subtitles for a 5-minute English-language video clip. (10 points)
3. You will create a glossary for an English-language document and use a Computer-Aided Translation tool to translate the document into Italian. (6 points)
4. You and up to three other students will design and write a short piece of Interactive Fiction. The game must be playable and take at least 5 minutes to play. (8 points)

## Final exam

If you are unable to obtain a pass mark with your coursework (18 points in total), you will be required to sit an oral exam. In this oral exam, you will have to research and discuss the four course topics.

## Schedule

The lessons are structured so that the classroom time is mostly practical, with the first lesson of each topic dedicated to the theory, and the following lessons as hands-on workshops.

### Week 1

20/2: Documents theory

### Week 2

27/2: Documents workshop

### Week 3

6/3: Subtitling theory

### Week 4

13/3: Subtitling workshop

15/3: Documents coursework deadline

### Week 5

20/3: Subtitling workshop

### Week 6

27/3: Translating theory

### Week 7

3/4: Translating workshop

5/4: Subtitling coursework deadline

### Week 8

10/4: Interactive Fiction theory

### Week 9

17/4: Interactive Fiction workshop

17/4: Translating coursework deadline

### Week 10

24/4: NO CLASSES

### Week 11

1/5: NO CLASSES

### Week 12

8/5: Interactive Fiction workshop

### Week 13

15/5: Recovery Lesson (if required)

### Week 14

24/5: Interactive Fiction coursework  
deadline