

**Departamento de Matemática**  
**Disciplina de Programação Avançada**

Ano lectivo de 2016/2017

**Proposta de tema**

<b>Título:</b> Learning Path Editor
<b>Sumário:</b> The <i>Learning Paths</i> are a succession of learning objects linked by transitions, defining routes that should adapt to the students different learning styles. With the <i>Learning Path Editor</i> we should be able to specify the graph where the different learning paths are, the learning objects, the transitions, and to be able to connect that with a Web-interface capable to deliver such learning paths to the students.
<b>Condições de Preferência:</b> Databases, Graphs, LAMP
<b>Condições Especiais:</b> -
<b>Orientador(es):</b> Professor Pedro Quaresma

Data: 2 de Fevereiro de 2017

O proponente  
Pedro Quaresma