Digital Manufacturing (6 ECTS credits)

Responsible: João Rocha; **E-mail:** jrocha@ipb.pt

Location: Bragança Campus

Partners: Bragança Polytechnic University (Portugal), Vilnius College of Technologies and Design (Lithuania), Kaunas University of Applied Engineering Sciences (Lithuania), Universidad de Almería (Spain), Universidad de León (Spain)

Calendar: Virtual component starting 21/10/2024, ending 13/12/2024. Physical component from 13/01/2025 to 17/01/2025.

Contents: 1. Introduction: A. How to produce (almost) everything in small laboratories; B. The concept FabLab. 2. Equipment: A. 3D printer; B. Cutting and laser engraving; C. 3D scanner; D. Cut vinyl; E. milling machine; F. others. 3. Software used in additive manufacturing (and digital manufacture): A. Open source; B. Commercial. 4. Practical application of the equipment: a case study (for example a tactile plan, of one of the schools of origin of the students, made in laser cutting, or a model of a building, that could be a school or a historic building in the city, etc.).

Emotional Education (6 ECTS credits)

Responsible: Maria A Romão da Veiga, Bárbara Barroso, Ana Paula Monte, António Meireles, Miguel Monteiro; **E-mail:** aubra@ipb.pt

Location: Bragança Campus

Partners: Bragança Polytechnic University (Portugal), University Croix Rouge de Limoges (France), University West (Sweden), University of Franche-Comté (France), Wroclaw Medical University (Poland), Universidad de Almeria (Spain), Kaunas University of Technology (Lithuania), Universidad de La Laguna (Spain).

Calendar: Virtual component starting 15/10/2024, ending 17/12/2024. Physical component from 18/11/2024 to 22/11/2024.

Contents: Emotional Intelligence (IE), Emotional Competence (EC), Emotional Education (EE): Concepts and neuro-differentiation. Emotion: Functions and Effects of Cognitive and Behavioral Processes. Emotion and Feeling: differences and expressions. EE for EC - Health Promotion/ EC Dimensions. Be emotionally competent as Educator, Manager, Entrepreneur. EE Laboratories I, II: Immersive Emotion Management Strategies: Emotional management through body expression: dance/music therapy, sociocultural guided physical activity and interaction in art reflection. VirtualLab: Immersive experiences in virtual reality under technical and scientific guidance.

Heritage in Video Games (6 ECTS credits)

Responsible: Bárbara Barroso; Rita Costa **E-mail:** bbarroso@ipb.pt

Location: Mirandela Campus

Partners: Bragança Polytechnic University (Portugal), Kajaani University of Applied Sciences (Finland), University West (Sweden), Université de Franche-Comté (France)

Calendar: Virtual component starting 07/10/2024, ending 10/01/2025. Physical component from 04/11/2024 to 08/11/2024.

Contents: By the end of the course, students should be able to build a holistic vision on the design and development of video games interpreting local heritage, including prototyping for iterative improvement. [General] Definitions of Heritage: Frameworks for understanding heritage. Historical Accuracy and Context: Accurate Representation – Immersion in historically accurate depictions; Contextual Information – Providing deeper historical understanding through facts and artifacts. Authenticity: Understanding and recognizing counterfactual play and artifact significance. Cultural Understanding: Showcasing cultural traditions, rituals, folklore, and art forms; Integrating local languages and symbols for basic language learning. [Focus on Game Design & Development] Game genres and gameplay possibilities: Incorporating features to encourage heritage-based activities. Promoting Interactivity with Artifacts: Simulations for examining historical artifacts and deciphering inscriptions; Virtual Museum exhibits showcasing artifacts, historical documents, and multimedia presentations. Using Storytelling and Narrative: Developing compelling historical narratives that engage players emotionally; Introducing branching narratives to explore different historical outcomes. Promoting Reflection and Analysis: Designing reflection spaces for contemplation and engagement with historical accounts. Iterative cycles of game design and development. [Focus on Multicultural Working Environment] Team dynamics and tools for online and remote collaborative work.

Theories in Translator Training (5 ECTS credits)
Responsible: Isabel Chumbo; **E-mail:** ischumbo@ipb.pt
Location: Bragança Campus
Partners: Bragança Polytechnic University (Portugal), Kaunas Technological University (Lithuania), Universidad de Salamanca (Spain)
Calendar: Virtual component starting 14/10/2024, ending 20/12/2024. Physical component from 27/01/2025 to 31/01/2025.
Contents: This programme aims at equipping participants with the necessary theoretical frameworks that will have influence in the outcome of their translation practice in the near future. At the end of the course, the learner is expected to be able to: 1. Explain the nature and relevance of translation theory. 2. Understand a range of theories and theoretical concepts of translation and intercultural studies. 3. Discuss in detail a number of contemporary concepts and approaches on the basis of selected readings of key documents. 4. Provide an opportunity for critical reflection and debate on theoretical assumptions, as well as the relation between theories and practices of translation.