

## International Traineeship Proposal

<b>Host Institution</b> (placement place)	Polytechnic Institute of Beja									
<b>Web</b>	<a href="https://www.ipbeja.pt/en/Pages/default.aspx">https://www.ipbeja.pt/en/Pages/default.aspx</a>									
<b>Activity</b> (working area)	Software engineering									
<b>Contacts of the Host Institution</b> (contact person, adress, tel and e-mail)	Isabel Sofia Brito Av Pedro Soares 7800-295 Beja – Portugal isabel.sofia@ipbeja.pt									
<b>Number of students</b>	1									
<b>Student Profile</b> (academic area)	Computer science									
<b>Duration in months</b>	3 to 6 months									
<b>Starting date</b> (preview)	1st march 2016									
<b>Host department</b>	Engineering/LabSI2									
<b>Department function / job title</b>	IT									
<b>Description of activities</b> (general programme of the training period and main activities)	<p>A requirements engineering approach to develop serious games for health. The approach's goal is to provide a set of guidelines to develop serious game prototype to promote health.</p> <p>State-of the art (2 weeks)</p> <p>Analysis of serious games from academic and commercial (2 weeks)</p> <p>Propose an “Aspects of Serious Games for Health” approach (5 weeks)</p> <p>Prototype a serious game for health (5 weeks)</p> <p>Prototype validation (2 week)</p>									
<b>Other qualifications or comments</b>	<ul style="list-style-type: none"> <li>Explain in a critical form the similarities and differences between the developed work and other similar works in the same area.</li> <li>Apply knowledge acquired along the programme.</li> <li>Solve a problem presented as an individual project.</li> <li>Resume the developed work using a poster and a four pages article/paper.</li> </ul>									
<b>Computer skills</b>	<table border="1"> <thead> <tr> <th>Skills</th> <th>Level</th> </tr> </thead> <tbody> <tr> <td>1. Requirements engineering</td> <td>good</td> </tr> <tr> <td>2. Software engineering</td> <td>good</td> </tr> <tr> <td>3.</td> <td></td> </tr> </tbody> </table>	Skills	Level	1. Requirements engineering	good	2. Software engineering	good	3.		
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<b>Language skills</b>	<table border="1"> <thead> <tr> <th>Skills</th> <th>Level</th> </tr> </thead> <tbody> <tr> <td>1. English</td> <td>good</td> </tr> <tr> <td>2.</td> <td></td> </tr> </tbody> </table>	Skills	Level	1. English	good	2.				
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<b>Comments on the trainee profile</b>	The student is expected to develop a significant autonomous piece of work, according to the detailed programme of the traineeship. This is checked and followed by the advisors and, in the end, assessed by a jury. The supervisor permanently advise the student according to the regulation of this curricular unit.									
<b>Monthly remuneration</b>	€									

<b>Accommodation</b> (please select)	<input type="checkbox"/> Accommodation will be provided <input type="checkbox"/> We can assist with finding accommodation <input type="checkbox"/> Student to make own arrangements
<b>Other facilities</b>	Accommodation (depending on the availability at the time)
<b>Contact person at the HOST Institution</b> (name, position, e-mail)	

**Applications:**

In order to proceed with the application, interested students should send the following documents to Isabel Sofia Brito ([isabel.sofia@ipbeja.pt](mailto:isabel.sofia@ipbeja.pt)) until February 10th:

- Letter of Motivation
- Curriculum Vitae (europass model) <http://europass.cedefop.europa.eu/europass>