COMPUTATIONAL TOOLS FOR DATA SCIENCE (MASTED-01-08)					
DEGREE PROGRAM:		Master in integrated STEAM Education (MASTED)			
SEMESTER:	TYPE:	CREDITS:	WORKLOAD:	MENTORING:	
First	Basic	6 ECTS	150 hours	5 hours/week	
LANGUAGE: Portuguese/English					

OBJECTIVES	
General	To guarantee the minimum knowledge on programming languages (namely Python) and data manipulation and visualization, for students to be able to complete the master degree.
Specific	 To understand and write basic Python scripts; To know and implement different approaches for data access; To write code to perform numerical computation and manipulate and present data; To understand that data can be visualized using different types of graphics; To know and use different libraries for simple data modelling and image processing.
SUBJECT MATTER	•
instruments at their structured for concr The course initially some practical demo	focuses on the explanation of typical tasks and their corresponding libraries, with onstrations, and then there is also an emphasis on the practical implementation of ese functionalities. In particular, visualisation and Simple Image Manipulation and
COMPETENCES	·
 and creation. C9: Integrating t C10: Developing C14: Developing 	advanced cognitive and procedural skills associated with knowledge development the theoretical knowledge acquired throughout the course with field practice. g communication and cooperation skills with different stakeholders. g advanced digital competences.
LEARNING OUTCO	
Knowledge	 Knowledge of basic Python programming language, its syntax and programming environment. Knowledge of data access methods. Knowledge of Python visualizations
Skills	 To recognize the different approaches to presenting data, using different types of graphs. To explore the data modelling libraries and functions. To present some image processing libraries and functions.
Attitudes/values	 Commitment for promoting the learning of all students. Disposition to examining, discussing, questioning one's own practices. Improvement of attitudes of research, innovation, collaboration, autonomous learning. stimulate the student's creativity in order to promote the design/use of tools that allow the robotic system to interact with the scene in which it moves. Disposition to flexibility and ongoing learning.
TEACHING METHO	
The teaching metho	bodology involves presenting the fundamental concepts and practical examples for assroom. Students will then develop projects that encompass several aspects of the

EVALUATION				
Grading is done through 5 mini-projects throughout the course, with a written report.				
Each project has a weight of 20% in the final grade.				
The minimum grade for each project is 8.				
PRECONDITIONS				
None				
DEPARTMENT	Computer Science			
LECTURERS	José Brito			
LITERATURE	 Andreas C. Müller, Sarah Guido (2016) Introduction to Machine Learning with Python: A Guide for Data Scientists. O'Reilly Media. Wes McKinney (2017) Python for Data Analysis: Data Wrangling with Pandas, NumPy, and IPython. O'Reilly Media. Peters Morgan (2018) Data Analysis From Scratch With Python: Beginner Guide using Python, Pandas, NumPy, Scikit-Learn, IPython, TensorFlow and Matplotlib. AI Sciences LLC. Fabio Nelli (2018) Python Data Analytics: With Pandas, NumPy, and Matplotlib. Apress. Kieran Healy (2019) Data Visualization: A Practical Introduction. Princeton University Press. Danyel Fisher, Miriah Meyer (2018) Making Data Visual: A Practical Guide to Using Visualization for Insight. O'Reilly Media. 			