Contents

Preface vii
Conference Committee ix

1 Learning Environments

GLOBALEDU - An Architecture to Support Learning in a Pervasive Computing Environment
    Débora N. F. Barbosa, Cláudio F. R. Geyer and Jorge L. V. Barbosa 1

Using DocBook to Aid in the Creation of Learning Content
    Martínez-Ortiz, I., Moreno-Ger, P., Sancho-Thomas, P. and Fernández-Manjón, B. 11

A Java Framework to Teach Computer Architecture
    Ricardo S. Ferreira, Antônio Carlos S. Beck, Luigi Carro, Andre Toledo and Aroldo Silva 25

2 Tools and Application for Education

BLUE MACAW: A Didactic Placement Tool Using Simulated Annealing
    Renato Hentschke, Marcelo Johann and Ricardo Reis 37

Application of Project/Problem-Based Learning in Microelectronics
    Said Al-Sarawi 49
Test Engineering Education in Europe
Laurent Latorre, Yves Bertrand, Michel Robert and Marie-Lise Flottes
63

3 Education Technologies and Trends

Educational Laboratory for the Study of Power Converter through a Web Browser
Luis Eguizabal, Alfonso Lago, Luis Rodriguez, Carlos Peñalver and Andres Nogueiras

Learning Linguistic Concepts Through the Construction of Dictionaries with a Directed Acyclic Graph Shaped Taxonomy
A. Vaquero, F. J. Alvarez, and F. Sáenz

Iterative Method for Identification and Mapping of Competences in Curriculum Construction to Computer Science
Luiziana Rezende, Lidia Micaela Segre and Gilda Helena B. Campos

4 Teaching in the Hardware Design Area

An Interactive SystemC Course featuring Real-time Online Compiling and Analysis
Oliver A. Pfänder, Christophe Layer, Wolfgang Schlecker and Hans-Jörg Pfeiderer

Experiences in Teaching Reconfigurable Computing at Erlangen University
Christophe Bobda

The Reconfigurable UML Machine Project Group
Achim Rettberg, Tim Schattkowsky, Carsten Rust, Wolfgang Müller and Franz Rammig