



Departamento de
Informática

AI-Based Educational Scenario Generator Tool

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Objectives

This project is dedicated to developing a web-based tool designed to facilitate the creation of scenarios that can be seamlessly integrated into classroom activities and discussions. For example, in software engineering courses, the tool can generate user stories as foundational elements for projects. Alternatively, it can produce futuristic scenarios that serve as springboards for discussions on emerging trends, challenges, and the introduction of innovative products or services across various disciplines, from computer science to biology, marketing, and management.

Furthermore, since the tool is web-based, it offers the advantage of accessibility, allowing students to engage with it from any location. This accessibility not only enhances learning opportunities but also encourages a more interactive and collaborative educational environment. By leveraging this tool, educators can enrich their teaching methods, stimulate critical thinking, and adapt to diverse learning styles and needs.

Keywords

Programming, software engineering.

Workplan

The workplan encompasses complementary tasks as presented below:

- T1 - Technological background study (0.5 months);
- T2 - Requirements analysis (0.5 months);
- T3 - Design and development (1 month);
- T4 - Testing and evaluation (1 month);
- T5 - The writing of the report (1 month).

	Mar	Apr	May	Jun
T1	X			
T2	X			
T3		X		
T4			X	
T5				X

Required Skills

Hard skills: Programming skills, and software engineering

Soft skills: Creative, proactive, responsible, resilient, willing to learn, and able to work in a team.

Deliverables

In this project work the following deliverables are expected:

- Experiments and simulations on the designed scenario(s);
- A report describing the method and the validation results.