

## Techno-pedagogical Innovation in Digital Electronic Systems: From the Component Libraries to Modular Hardware Design

### Autores:

**F.E. Segura-Quijano Ph.D**, Associate Professor of Electrical and Electronic Engineering. [fsegura@uniandes.edu.co]  
**Carlos A. Quintero M.Sc**, Instructor of Electrical and Electronic Engineering. [quintero.carlos@uniandes.edu.co]  
**Diana Carolina Cortés Bolívar M.Ed**, Pedagogical Consultant for Educational Projects. [dc.cortesb@uniandes.edu.co]  
**Alexandra Ramírez Zarate M.Ed**, Technology Consultant for Educational Projects. [a.ramirez@uniandes.edu.co]  
**Helmman Cantor Hernández**, Evaluation Consultant for Educational Projects. [he.cantor@uniandes.edu.co]

**Modality:** Attending class with ICT

**Training area:** Undergraduate

**Course code:** IELE 2210

**Numbers of credits:** 3

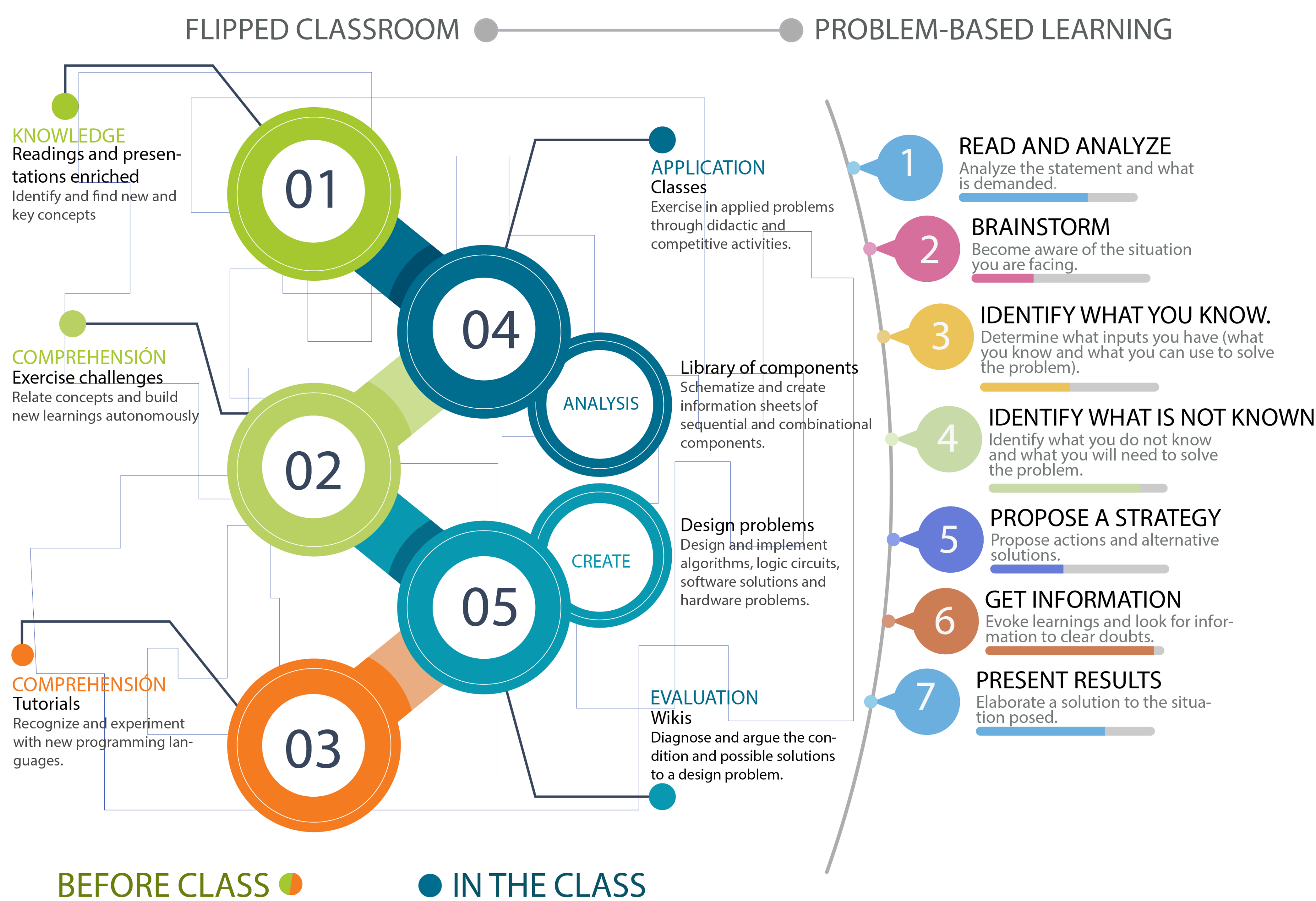
## Essential Characteristics

"Digital electronic systems" is a foundational course in electrical and electronic engineering, with a theoretical-practical approach. It aims to provide students with a modern vision of digital system design and to develop analysis skills while exposing them to use computer-aided design tools to build hardware and software solutions. Students are encouraged to use combinational and sequential logic in a creatively and appropriately way to create robust, efficient and functional digital systems to solve constrained problems for real-life applications.

## Elements of transformation

### Pedagogical

A recent redesign of the course allow the use of a wider range of teaching strategies, that begins with a strong theoretical foundation and problem sets supported on lectures and enriched material and ends with design problems.



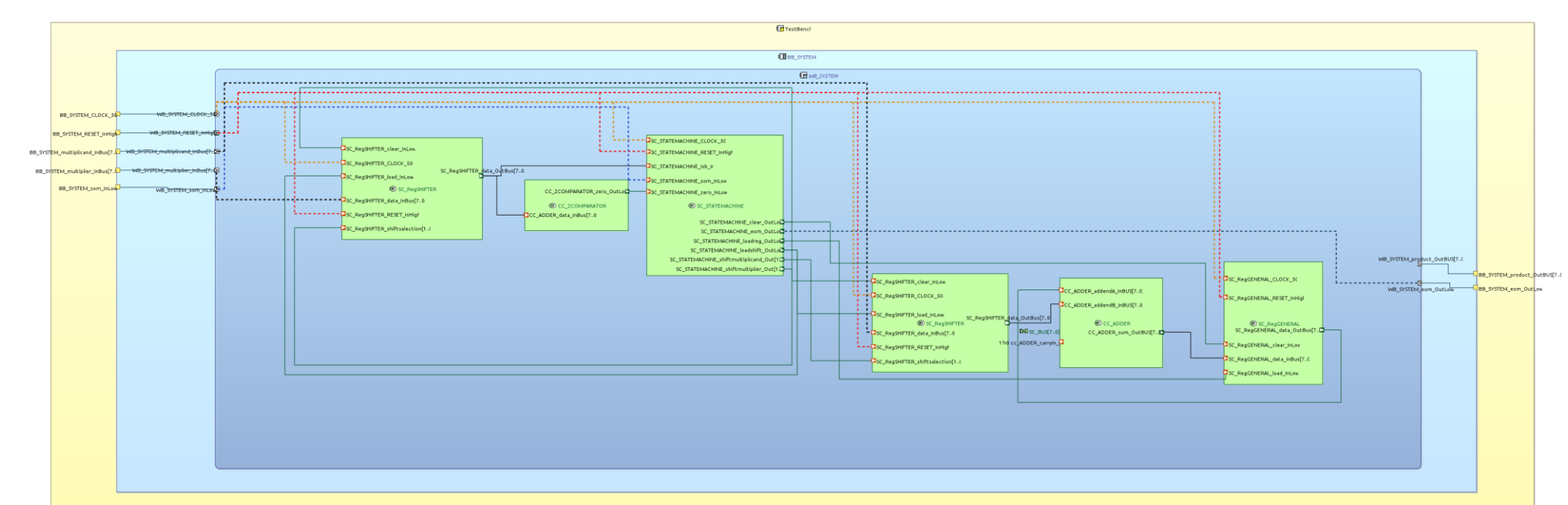
### Technological

In the same way, resources and tools were added to offer the student a series of technological alternatives for the design, simulation, and prototyping of digital systems.

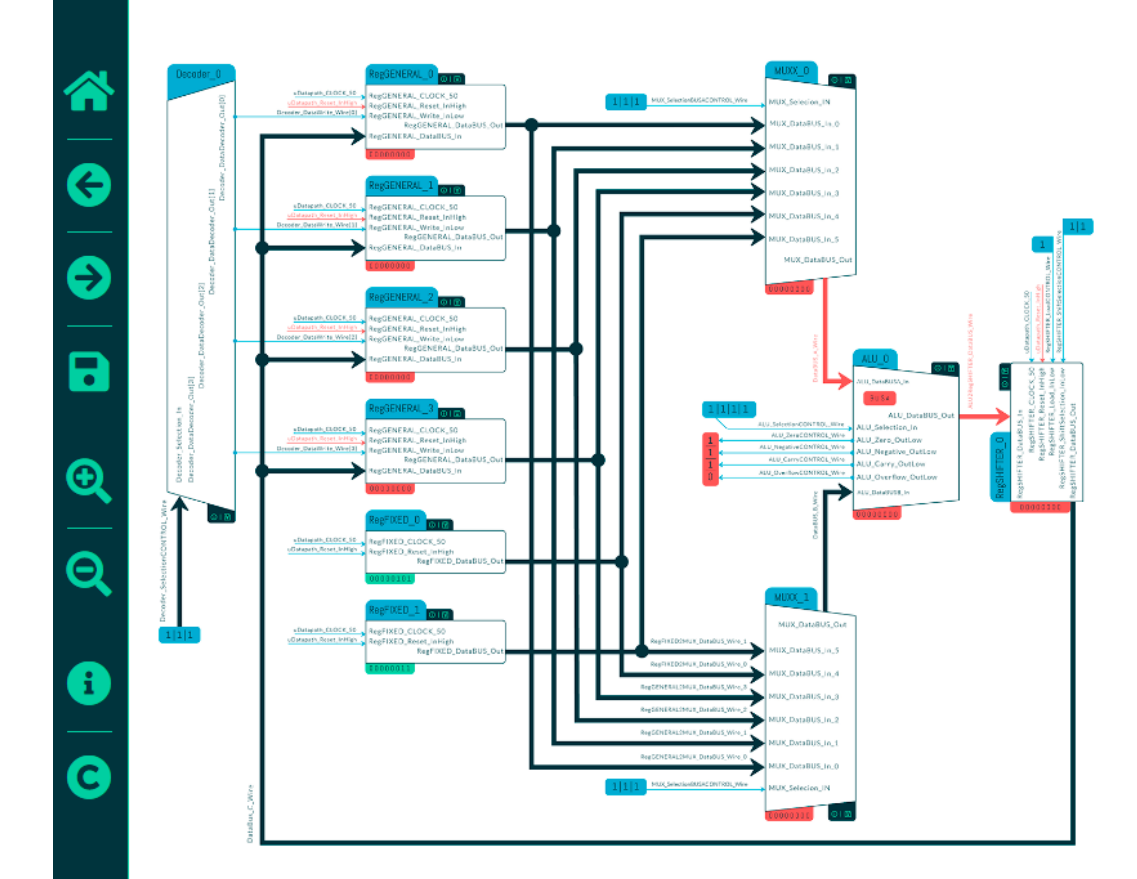
### Assessment tool- Rubrics

Indicador	Excelente	Buena	Regular	Deficiente	Muy deficiente
1. DESCRIBIR Y CONTEXTUALIZAR EL COMPONENTE EN LA BIBLIOTECA DE COMPONENTES	100%	80%	60%	40%	20%
2. DISEÑAR Y CONTEXTUALIZAR EL COMPONENTE EN LA BIBLIOTECA DE COMPONENTES	100%	80%	60%	40%	20%
3. DISEÑAR Y CONTEXTUALIZAR EL COMPONENTE EN LA BIBLIOTECA DE COMPONENTES	100%	80%	60%	40%	20%
4. DISEÑAR Y CONTEXTUALIZAR EL COMPONENTE EN LA BIBLIOTECA DE COMPONENTES	100%	80%	60%	40%	20%
5. DISEÑAR Y CONTEXTUALIZAR EL COMPONENTE EN LA BIBLIOTECA DE COMPONENTES	100%	80%	60%	40%	20%
6. DISEÑAR Y CONTEXTUALIZAR EL COMPONENTE EN LA BIBLIOTECA DE COMPONENTES	100%	80%	60%	40%	20%
7. DISEÑAR Y CONTEXTUALIZAR EL COMPONENTE EN LA BIBLIOTECA DE COMPONENTES	100%	80%	60%	40%	20%

### Custom Software



### Interactive resource for Data Path



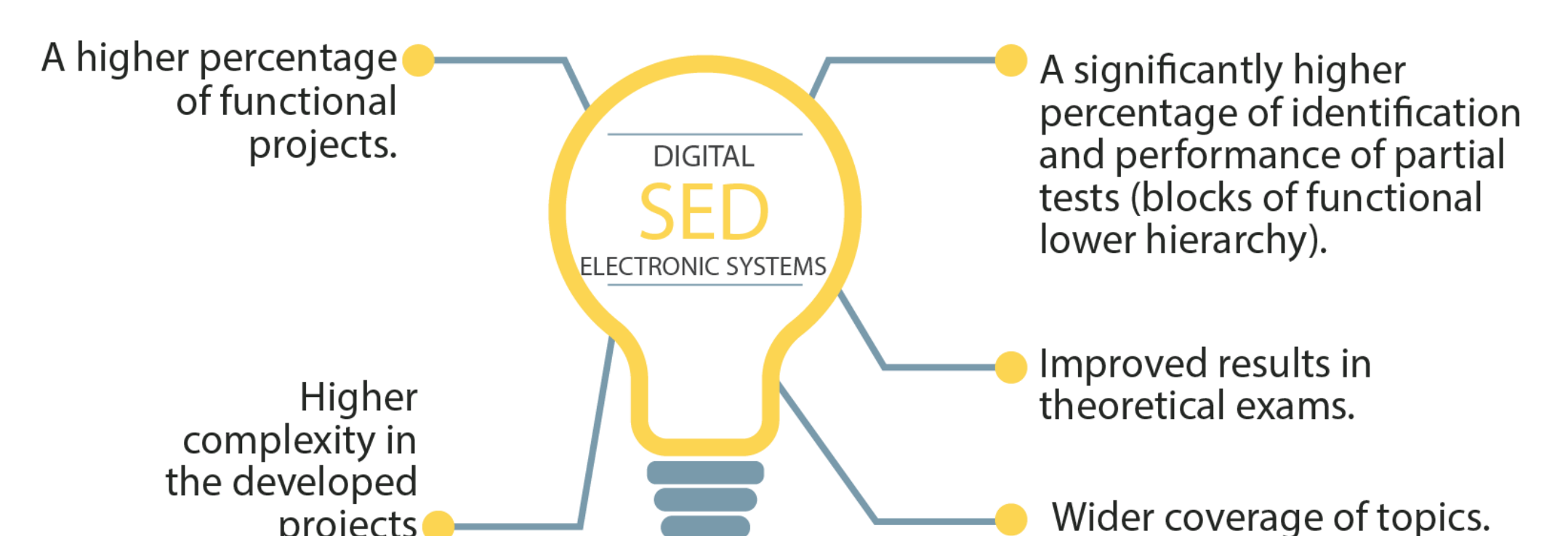
### Enriched templates for component design



## Learned lessons

- The performance of students has improved by including an initial module of previous concepts, which allows a conceptual leveling of all students.
- The use of different presentations and educational resources promoted the preparation of classes by the students.
- The enriched templates (component libraries) stimulated research and improved the development/execution of complex problems.
- The incorporation of new technological tools and educational resources facilitated students to generate optimal and more functional solutions (e.g. Library Components, examples documented in HDL).

## Outcomes and impact



## References

- [1] Galvis, Á. H., & Pedraza, L. C. (2012, Julio - diciembre). Rediseño de cursos para la comprensión de grandes ideas e integración de tecnologías para el aprendizaje. Revista de Tecnología de Información y Comunicación en Educación - Eduweb, pp. 13-47. Retrieved 12 21, 2016, from: <http://servicio.bc.uc.edu.ve/educacion/eduweb/vol6n2/art1.pdf>
- [2] [www.coffeebrain.org/wiki](http://www.coffeebrain.org/wiki)

