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Guide for developing the lecture

This lecture was developed within the Bachelor's Degree in Computer, Communications and Electronic Engineering at University of Trento, in the Software Engineering course.

The tool was used to develop a quiz about the topics related to software specification/modeling with UML diagrams (Requirements, Use Case Diagrams, Sequence Diagrams, Class Diagrams, Component Diagrams, OCL, etc.).

The intended learning outcome of the lecture was "discussing with others the key concepts faced during the course".

The learning activity can be divided into 2 parts:

- Previous to the lecture (course scripting)

The educator used the SFL Machine for extracting a set of questions from some chapters of the Software Engineering book and the course slides. Then, the educator used openAI (https://openai.com/api/) for generating the answers to the extracted questions and created an interactive quiz using Kahoot (https://create.kahoot.it/).

- During the lecture (synchronous learning)

The quiz is proposed and executed by the students in the classroom (with some students remotely), offering opportunities to discuss the different questions, reflect upon them for choosing the right answers, exchange opinions (2h).

The "Questions" file contains the questions extracted with the SFL Machine and the associated answers, and the results of the quiz proposed to the students.