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"Engenharia de Software no Desenvolvimento de Software Educacional Hipermídia"

Abstract

Computer applications have incorporated varying communication media resources and a enlarget their areas of use in such a rapid pace that Software Engineering has not been able to elaborate procedures that accompany the use of these resources with the same velocity and applicability.

The use of information technology as a cognitive tool in education is a vast and contradictious matter that has provoked important questions ranging from the way of presenting contents to student to the establishment of educational objectives to be reached with the software use.

Based on such motivations, this work has a main objective of proposing a development process to support the task of multimedia educational systems elaboration. The process phases are detailed showing its goal, required methods and delivered products.