



2.00 credits

24.0 h

Q1

Teacher(s)	Hance Thierry ;Van Dyck Hans ;Wesselingh Renate ;
Language :	French
Place of the course	Louvain-la-Neuve
Main themes	Lectures in class room in three modules : 1. Plant life history traits 2. Population dynamics 3. Basics of evolutionary ecology, and particularly, behavioural ecology. During our lectures we use PowerPoint presentations, but also videos.
Learning outcomes	At the end of this learning unit, the student is able to : Interactions between living organisms determine the dynamic and the structure of living communities. Moreover, they play an essential role in evolutionary process. In terms of knowledge, students will have to understand the principles underlying the modelling of individual interaction. 1 Moreover, they will have to know the theories on coexistence, competition, herbivory, predation, parasitism and coevolution. At the end of the course they should be able to applied their knowledge to new situations.
Evaluation methods	The course will be evaluated with a written exam with open questions.
Teaching methods	Lectures and in-class discussion.
Content	Ecological interactions are between two or more species in an ecosystem, but also between two or more individuals within one population. The course consists of three parts : 1. Plant-pollinator interactions, 2. Parasitism and mutualism (host-parasitoid and host-endsymbiont) and 3. Intra- and interspecific communication (mimicry and camouflage, signals in ecological interactions and brood parasitism).
Inline resources	Moodle website for LBOE2160
Other infos	The course is given in week 7–9 of the first semester and is part of the teaching module "Ecologie des interactions" of the master BOE.
Faculty or entity in charge	BIOL

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Master [120] in Biology of Organisms and Ecology	BOE2M	2		
Master [60] in Biology	BIOL2M1	2		
Master [120] in Geography : General	GEOG2M	2		