

SYLLABUS

DIVISION: Business and Engineering Technology

REVISED: Fall 2014

CURRICULA IN WHICH COURSE IS TAUGHT: Gaming and Mobile App Programming

COURSE NUMBER AND TITLE: ITD 120 – Design Concepts for Mobile Applications

CREDIT HOURS: 4 HOURS/WK **LEC:** 4 HOURS/WK **LAB:** 0 **LEC/LAB COMB:** 4

- I. CATALOG DESCRIPTION:** Provides skills for designing both Web-based and stand-alone applications for wireless devices. Details discussions of the needs for applications including mobile phones and a range of rich hand-held devices such as PDA's. Emphasizes the importance of usability, accessibility, optimization and performance to create fast-loading business enterprise applications and games.
- II. RELATIONSHIP OF THE COURSE TO CURRICULA OBJECTIVES:**
- Introduction to mobile applications
 - Overview of language fundamentals and syntax
 - Create syntax using the language features
 - Plan, design, and implement applications
 - Produce manageable applications and ideas for applications
- III. REQUIRED BACKGROUND:** ITP 160 - Introduction to Game Design and Development
- IV. COURSE CONTENT:**
- Develop ideas for applications
 - Develop layout and color scheme for applications
 - Design the applications
 - Implement the applications
 - Deploying applications
- V. The following General Educational Objectives will be addressed in this course (Place X by all that apply)**
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| <u> X </u> Communication | <u> X </u> Critical Thinking |
| <u> </u> Cultural and Social Understanding | <u> X </u> Information Literacy |
| <u> </u> Personal Development | <u> X </u> Quantitative Reasoning |
| <u> </u> Scientific Reasoning | |

VI. LEARNER OUTCOMES	VII. EVALUATION
<p>Program design introduction</p> <ul style="list-style-type: none"> • Understand the design aspects of applications • Understand layout and color • Understand what works for age groups • Understand the different types of applications • Understand the versatility of applications 	<p>Lab exercises In class assignments Project Test</p>
<p>Application Design</p> <ul style="list-style-type: none"> • Pick colors, layout and text • Design a storyboard for the application • Start to put the application on the computer • What works 	<p>Lab exercises In class assignments Project Test</p>
<p>Application Coding</p> <ul style="list-style-type: none"> • Picking the language • Design aspects for device • Language Syntax and rules • Learning the SDK commands 	<p>Lab exercises In class assignments Project Test</p>
<p>Application Coding Cont...</p> <ul style="list-style-type: none"> • Running the programs • testing the programs • putting programs into production 	<p>Lab exercises In class assignments Project Test</p>
<p>Application executables</p> <ul style="list-style-type: none"> • Converting the files to executables • Polishing up the program • User input dos and donts 	<p>Lab exercises In class assignments Project Test</p>