

SYLLABUS

DIVISION: Business and Engineering Technology

REVISED: Fall 2014

CURRICULA IN WHICH COURSE IS TAUGHT: Gaming and Mobile App

COURSE NUMBER AND TITLE: ITP 214 – Windows Mobile Development

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

I. CATALOG DESCRIPTION: Provides skills for creating mobile enterprise solutions by using the Smart Device Extensions for Microsoft Visual Studio .NET and the Microsoft .NET Compact Framework for wireless devices. Develops systems including mobile phones and a range of rich hand-held devices such as PDAs using applications utilizing the .NET Compact Framework. Covers Enterprise business applications and game applications.

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 and .NET

IV. COURSE CONTENT:

- Develop ideas for applications
- Develop layout and color scheme for applications
- Design the applications
- Implement the applications
- Deploying applications
- Know and understand the major developments in science and technology, in relationship to their field of study, and will evaluate their impact on contemporary society and on the environment.

V. THE FOLLOWING GENERAL EDUCATION OBJECTIVES WILL BE ADDRESSED IN THIS COURSE.

- Communication
- Cultural and Social Understanding
- Personal Development
- Scientific Reasoning
- Critical Thinking
- Information Literacy
- Quantitative 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>