

SYLLABUS

DIVISION: Business and Engineering Technology

REVISED: Fall 2015

CURRICULA IN WHICH COURSE IS TAUGHT: Gaming and Mobile App

COURSE NUMBER AND TITLE: ITP 265 – Applications of Modeling and Simulation Development

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

I. CATALOG DESCRIPTION: Expands understanding of Modeling and Simulation via the implementation of a capstone project. Continues to develop object oriented programming skills. Expands three dimensional visualization skills. Examines all aspects of the project lifecycle. Develops workplace readiness for the Modeling and Simulation industry.

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: last course in degree must complete all other programming courses

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 EDUCATION OBJECTIVES WILL BE ADDRESSED IN THIS COURSE.

STUDENTS WILL:

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| <input checked="" type="checkbox"/> Communication | <input checked="" type="checkbox"/> Critical Thinking |
| <input type="checkbox"/> Cultural and Social Understanding | <input checked="" type="checkbox"/> Information Literacy |
| <input type="checkbox"/> Personal Development | <input checked="" type="checkbox"/> Quantitative Reasoning |
| <input type="checkbox"/> Scientific Reasoning | |

VI. LEARNER OUTCOMES	VII. EVALUATION
Program design introduction <ul style="list-style-type: none">• Understand the design aspects of applications• Understand layout and color• Understand what works for age groups	Lab exercises In class assignments Project Test

<ul style="list-style-type: none"> • Understand the different types of applications • Understand the versatility of applications 	
Application Design <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 	Lab exercises In class assignments Project Test
Application Coding <ul style="list-style-type: none"> • Picking the language • Design aspects for device • Language Syntax and rules • Learning the SDK commands 	Lab exercises In class assignments Project Test
Application Coding Cont... <ul style="list-style-type: none"> • Running the programs • testing the programs • putting programs into production 	Lab exercises In class assignments Project Test
Application executables <ul style="list-style-type: none"> • Converting the files to executables • Polishing up the program • User input dos and donts 	Lab exercises In class assignments Project Test