



Course Information

Course Title	Mobile Applications Development
Course Prefix, Num. and Title	ITSE 1333 – Mobile Applications Development
Division	Technology & Business
Department	Computer Science
Course Type	WECM Course
Course Catalog Description	An overview of different mobile platforms and their development environments
Pre-Requisites	None
Co-Requisites	None

Semester Credit Hours

Total Semester Credit Hours (SCH): Lecture Hours:	3:2:2
Lab/Other Hours	
Equated Pay Hours	3
Lab/Other Hours Breakdown: Lab Hours	2
Lab/Other Hours Breakdown: Clinical Hours	0
Lab/Other Hours Breakdown: Practicum Hours	0
Other Hours Breakdown	0

Approval Signatures

Title	Signature	Date
Prepared by:		
Department Head:		
Division Chair:		
Dean/VPI:		
Approved by CIR:		

Additional Course Information

Topical Outline: Each offering of this course must include the following topics (be sure to include information regarding lab, practicum, and clinical or other non-lecture instruction).

- Developing for Small Devices
- Best Practices for Small Devices
- Google Android: App Inventor
- Google Android: Motorola MOTODEV Studio
- Apple iOS
- Microsoft Windows Phone 7
- Web Applications
- Cross-Platform Development with PhoneGap

Course Learning Outcomes:

Learning Outcomes – Upon successful completion of this course, students will:

Design, write and test small interactive programs for mobile platforms.

Methods of Assessment:

Assignments, Projects, Exams, Quizzes, Presentations

Required text(s), optional text(s) and/or materials to be supplied by the student:

Programming with Mobile Applications: Android, iOS, and Windows Phone 7, 1st Edition, Cengage Publishing, ISBN 9781133628132 or similar title

Suggested Course Maximum:

20

List any specific or physical requirements beyond a typical classroom required to teach the course.

- Computer for each student
- Like Visual Studio, Eclipse, Android Studio IDE.

Course Requirements/Grading System: Describe any course specific requirements such as research papers or reading assignments and the generalized grading format for the course.

Programming Assignments 20-60%
Final Project 20-40%
Midterm Exam 0-40%
Final Exam 20-40%
Attendance & Participation 0-20%

100 -90 = A
89 - 80 = B
79 - 70 = C
69 - 60 = D
and below = F

Curriculum Checklist:

- Administrative General Education Course** (from ACGM, but not in WCJC Core) – No additional documents needed.
- Administrative WCJC Core Course.** Attach the Core Curriculum Review Forms
 - Critical Thinking
 - Communication
 - Empirical & Quantitative Skills
 - Teamwork
 - Social Responsibility
 - Personal Responsibility
- WECM Course** -If needed, revise the Program SCANS Matrix and Competencies Checklist