



Purpose: It is the intention of this Administrative-Master Syllabus to provide a general description of the course, outline the required elements of the course and to lay the foundation for course assessment for the improvement of student learning, as specified by the faculty of Wharton County Junior College, regardless of who teaches the course, the timeframe by which it is instructed, or the instructional method by which the course is delivered. It is not intended to restrict the manner by which an individual faculty member teaches the course but to be an administrative tool to aid in the improvement of instruction.

Course Title - Android Programming

Course Prefix and Number - - ITSE 2370

Department – Computer Science

Division – Technology & Business

Course Type: (check one)

- Academic General Education Course (from ACGM – but not in WCJC Core)
- Academic WCJC Core Course
- WECM course (This course is a Special Topics or Unique Needs Course: Y or N)

Semester Credit Hours #: Lecture Hours #: Lab/Other Hours #: 3:2:2

Equated Pay hours for course - 3

Course Catalog Description - This course will cover the Android development kit and will focus on the needs for the game programmer. Both 2d and 3d graphics programmer will be used.

Prerequisites/Co-requisites - COSC 1436 (Programming Fundamentals 1)

List Lab/ Other Hours
Lab Hours 2
Clinical Hours 0
Practicum Hours 0
Other (list) 0

Prepared by: Donna Schilling

Date: 07-19-2015

Reviewed by Department Head: Donna Schilling

Date: 07-19-2015

Accuracy verified by Division Chair: David Kucera

Date: 8/12/15

Approved by Dean or Vice President of Instruction: Leigh Ann Collins

Date: 3-4-16



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

- Introduction to Android
- Introduction to the Android SDK
- The Game portion of the SDK
- Sample Android Game Development
- Game Programming Tricks
- OpenGL ES - 2d
- 3D Programming

II. Course Learning Outcomes

Learning Outcomes	Methods of Assessment
<p>Upon successful completion of this course, students will:</p> <p>Install, identify and program for the Android mobile platforms.</p>	<p>All outcomes will be assessed by one or more of the following:</p> <p>Programming Projects Tests and Quizzes Final Exam</p>

III. Required Text(s), Optional Text(s) and/or Materials to be Supplied by Student.

- Beginning Android Games by Mario Zechner From APress ISBN: 978-4302-3042-7
- USB Flash Drive
- High-speed Internet Connection

IV. Suggested Course Maximum - 20

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

- Computer for each student
- Eclipse Java compiler
- Android SDK plug-in for Eclipse
- Unity for Android

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

Course Requirements

Programming Assignments	20 – 30%
Midterm	20 – 30%
Final Project	20 – 30%
Final Exam	20 – 30%

Grading System –

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

VII. Curriculum Checklist

- **Academic General Education Course** (from ACGM – but not in WCJC Core)
No additional documentation needed

- **Academic WCJC Core Course**
Attach the Core Curriculum Checklist, including the following:
 - Basic Intellectual Competencies
 - Perspectives
 - Exemplary Educational Objectives

- **WECM Courses**
If needed, revise the Program SCANS Matrix & Competencies Checklist.