

Administrative Master Syllabus

Course Information

Course Title	Android Programming
Course Prefix, Num. and Title	ITSE 2370 - Android Programming
Division	Technology & Business
Department	Computer Science
Course Type	This course is a Special Topics or Unique Needs Course.
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.
Pre-Requisites	COSC 1436
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	Enter Clinical Hours Here.
Lab/Other Hours Breakdown: Practicum Hours	Enter Practicum Hours Here.
Other Hours Breakdown	List Total Lab/Other Hours Here.

Approval Signatures

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



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).

- 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

Course Learning Outcomes:

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

Install, identify and program for the Android mobile platforms.

Methods of Assessment:

All outcomes will be assessed by one or more of the following:

- Programming Projects
- Tests and Quizzes
- Final Exam

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

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

Suggested Course Maximum:

20

List any specific 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

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 – 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

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