

ENTD313

STUDENT WARNING: This course syllabus is from a previous semester archive and serves only as a preparatory reference. Please use this syllabus as a reference only until the professor opens the classroom and you have access to the updated course syllabus. Please do NOT purchase any books or start any work based on this syllabus; this syllabus may NOT be the one that your individual instructor uses for a course that has not yet started. If you need to verify course textbooks, please refer to the online course description through your student portal. This syllabus is proprietary material of APUS.

Course Summary

Course : ENTD313 **Title :** Mobile Application Design and Development

Length of Course : 8

Prerequisites : N/A **Credit Hours :** 3

Description

Course Description: This course is an introductory study of mobile application design and development and how enhanced mobile devices are changing the face of technology. The course begins with some basic introductory concepts and lays the foundation for more advanced topics regarding Development Platforms, Cross Platform Development, Mobile Operating Systems, Mobile Web, The Internet of Things, and Artificial Intelligence in Apps. The course cements a theoretical overview of mobile application, design and development issues, and practical application concerns. The course will cover both conceptual and scenario based exercises, thus enabling students to experience the maximum amount of comprehension and retention of material covered in the course. Students also need introductory level programming experiences and/or knowledge to do well in the course. Students will need download and install XCode. Software/hardware is not provided by the course material grant and must be purchased/provided by the student.

Course Scope:

This course is divided into 8 weeks and is organized to give students an introduction to mobile application design and development. The course includes textbook readings, a discussion board introduction, 8 graded discussion boards, a course project and midterm exam. The course project includes four assignments: 1) a project proposal; 2) project outline; 3) draft project paper; 4) final project paper.

Objectives

After successfully completing this course, you will be able to

1. Explain mobile application design and development and their significance in the mobile technology industry;
2. Examine key tools used to design, develop, write, test and deploy applications into the target platform environment;
3. Analyze the need for mobile design and development services;
4. Analyze various types of mobile application software and devices that use them;
5. Apply a strategy for development that includes development and platform selection;
6. Apply common design practices of the past with new styles and techniques of the present;
7. Summarize various elements associated with software applications development.

Outline

Week 1:

Topic

- Introduction to Mobile
- A Brief History of Mobile

Learning Objectives

- Explain mobile application design and development and their significance in the mobile technology industry

Readings

- Chapter 1
- Assigned article(s) and/or website(s)

Assignment

- Week 1 Student Introduction
- Week 1- Forum

Week 2:

Topic

- Possibilities
- The Mobile Ecosystem

Learning Objectives

- Examine key tools used to design, develop, write, test and deploy applications into the target platform environment

Readings

- Chapters 3-4
- Assigned article(s) and/or website(s)

Assignment

- Week 2- Forum
- Week 2 Assignment

Week 3:

Topic

- Products and People
- Why Mobile?

Learning Objectives

- Analyze the need for mobile design and development services

Readings

- Chapter 9
- Assigned article(s) and/or website(s)

Assignment

- Week 3- Forum
- Week 3 Assignment

Week 4:

Topic

- Products and People
- Designing for Context

Learning Objectives

- Analyze various types of mobile application software and devices that use them

Readings

- Going Cross Platform in The Galaxy of Mobile: Past, Present, and Future (Book)
- Assigned article(s) and/or website(s)

Assignment

- Week 4- Forum
- Week 4 Assignment

Week 5:

Topic

- Innovating
- Developing a Mobile Strategy

Learning Objectives

- Apply a strategy for development that includes development and platform selection

Readings

- Mobile Web in The Galaxy of Mobile: Past, Present, and Future (Book)
- Assigned article(s) and/or website(s)

Assignment

- Week 5 Form
- Week 5 Collaboration Exercise Final Assessment

Week 6:

Topic

- Innovating
- Types of Mobile Applications

Learning Objectives

- Apply common design practices of the past with new styles and techniques of the present

Readings

- Enterprise Apps in The Galaxy of Mobile: Past, Present, and Future.
- Assigned article(s) and/or website(s)

Assignment

- Week 6- Forum
- Week 6 Assignment

Week 7:

Topic

Mobile Information Architecture

Learning Objectives

- Apply common design practices of the past with new styles and techniques of the present

Readings

- Mobile Gaming chapter in the Mobile Developers Guide to the Galaxy.
- Assigned article(s) and/or website(s)

Assignment

- Week 7 Form
- Week 7 Assignment

Week 8:

Topic

- Interaction Design
- Mobile Design

Learning Objectives

- Summarize various elements associated with software applications development

Readings

- Artificially Intelligent Apps in The Galaxy of Mobile: Past, Present, and Future
- Assigned article(s) and/or website(s)

Assignment

- Week 8- Forum
- Week 8 Final Project

Evaluation

Students are expected to maintain routine contact with the instructor throughout the course. While the number of contacts may vary according to the specific course and individual student need, the University requires periodic weekly contacts during the semester. Contact will consist of professor notes, forum interaction, and email feedback. The method of discussion will be on-line related to issues concerning forum assignments, quizzes, assignments, the midterm project and final project.

TEXTBOOK READINGS

The main book for the course, Mobile Interaction Design along with assigned articles or websites, will be used for textbook readings. Review the table at the end of the syllabus to see assigned readings for each week.

PROJECTS

The projects for this course are located throughout each Lesson. The projects that are required for grading with this course are created from scratch.

FORUM

The Forum assignments for this course are designed to promote interactivity among students and enhance the online learning process. The Forum provides maximum flexibility because you do not have to be online at the same time as another person and you can read what other students have written.

Forum Timing: For the forum, you must post your work by midnight on **Thursday**, continue to follow your classmates' posts for the remainder of the week, and post the follow-up peer responses prior to midnight on **Sunday, except for week one**. Your follow-up posts can add additional insight to a classmate's opinions or can challenge their opinions. Use examples from the readings, or from your own research, to support your views, as appropriate. Be sure to read the follow-up posts to your own posts and reply to any questions or requests for clarification. You are encouraged to conduct research and use other sources to support your answers.

Required Participation: Please keep in mind that the forum assignments require you to make at least 1 post to the forum with at least 250 words about the topic and also respond to at least 2 peers' posts with at least 150 words. Please be advised that there will be point deductions if you do not comply with these requirements of the assignment. Each one of you will have a different and unique experience that we can all learn from. Your participation in the Forums unleashes the power of synergy in our classroom. To facilitate this interaction, please be prompt when posting your forum work for each week; this provides time for the others to actively engage in the dialogue. For practical reasons, when you respond to other learners' posts, please start your response by referencing their name. I will read and grade your participation by reading the forum. There is no need to also post your forum work in the assignments area of the classroom. Refer to the forum and the syllabus for more details on grading.

Grading:

Name	Grade %
Forums	25.00 %
Week 1 Forum	3.13 %
Week 2 Forum	3.13 %
Week 3 Forum	3.13 %
Week 4 Forum	3.13 %
Week 5 Forum	3.13 %
Week 6 Forum	3.13 %
Week 7 Forum	3.13 %
Week 8 Forum	3.13 %

Collaboration Exercise	25.00 %
Week 5 Collaboration Exercise Final Assessment	25.00 %
Course Project	25.00 %
Week 2 Assignment	5.00 %
Week 3 Assignment	5.00 %
Week 4 Assignment	5.00 %
Week 6 Assignment	5.00 %
Week 7 Assignment	5.00 %
Final Project/Assignment	25.00 %
Week 8 Final Project	25.00 %

Materials

Book Title: Mobile Interaction Design-E-book available in the APUS Online Library

Author: Jones, Matt & Marsden, Gary

Publication Info: Wiley Lib

ISBN: 9780470090893

Book Title: To find the library e-book(s) req'd for your course, please visit <http://apus.libguides.com/er.php> to locate the eReserve by course #. You must be logged in to eCampus first to access the links.

Author: N/A

Publication Info: N/A

ISBN: N/A

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- Mobile Developers Guide to the Galaxy [Creative Commons License 2.5](#)
 - **Assigned article(s) and/or website(s)**
 - **You can access the book here:** https://edge.apus.edu/access/content/group/4b8671cb-b656-43ee-9e73-e336deda7815/Mobile_Developers_Guide_17thEdition_Web.pdf

Course Materials are found in the Lessons Page of the classroom.

Course Guidelines

Citation and Reference Style

- Attention Please: Students will follow the APA Format as the sole citation and reference style used in written work submitted as part of coursework to the University. Assignments completed in a narrative essay or composition format must follow the citation style cited in the APA Format.

Tutoring

- [Tutor.com](#) offers online homework help and learning resources by connecting students to certified tutors for one-on-one help. AMU and APU students are eligible for 10 free hours* of tutoring provided by APUS. Tutors are available 24/7 unless otherwise noted. Tutor.com also has a SkillCenter

Resource Library offering educational resources, worksheets, videos, websites and career help. Accessing these resources does not count against tutoring hours and is also available 24/7. Please visit the APUS Library and search for 'Tutor' to create an account.

Late Assignments

- Students are expected to submit classroom assignments by the posted due date and to complete the course according to the published class schedule. The due date for each assignment is listed under each Assignment.
- Generally speaking, late work may result in a deduction up to 15% of the grade for each day late, not to exceed 5 days.
- As a working adult I know your time is limited and often out of your control. Faculty may be more flexible if they know ahead of time of any potential late assignments.

Turn It In

- Faculty may require assignments be submitted to Turnitin.com. Turnitin.com will analyze a paper and report instances of potential plagiarism for the student to edit before submitting it for a grade. In some cases professors may require students to use Turnitin.com. This is automatically processed through the Assignments area of the course.

Academic Dishonesty

- Academic Dishonesty incorporates more than plagiarism, which is using the work of others without citation. Academic dishonesty includes any use of content purchased or retrieved from web services such as CourseHero.com. Additionally, allowing your work to be placed on such web services is academic dishonesty, as it is enabling the dishonesty of others. The copy and pasting of content from any web page, without citation as a direct quote, is academic dishonesty. When in doubt, do not copy/paste, and always cite.

Submission Guidelines

- Some assignments may have very specific requirements for formatting (such as font, margins, etc) and submission file type (such as .docx, .pdf, etc) See the assignment instructions for details. In general, standard file types such as those associated with Microsoft Office are preferred, unless otherwise specified.

Disclaimer Statement

- Course content may vary from the outline to meet the needs of this particular group.

Communicating on the Forum

- Forums are the heart of the interaction in this course. The more engaged and lively the exchanges, the more interesting and fun the course will be. Only substantive comments will receive credit. Although there is a final posting time after which the instructor will grade comments, it is not sufficient to wait until the last day to contribute your comments/questions on the forum. The purpose of the forums is to actively participate in an on-going discussion about the assigned content.
- “Substantive” means comments that contribute something new and hopefully important to the discussion. Thus a message that simply says “I agree” is not substantive. A substantive comment contributes a new idea or perspective, a good follow-up question to a point made, offers a response to a question, provides an example or illustration of a key point, points out an inconsistency in an argument, etc.
- As a class, if we run into conflicting view points, we must respect each individual's own opinion. Hateful and hurtful comments towards other individuals, students, groups, peoples, and/or societies will not be tolerated.

Identity Verification & Live Proctoring

- Faculty may require students to provide proof of identity when submitting assignments or completing assessments in this course. Verification may be in the form of a photograph and/or video of the student's face together with a valid photo ID, depending on the assignment format.
 - Faculty may require live proctoring when completing assessments in this course. Proctoring may include identity verification and continuous monitoring of the student by webcam and microphone during testing.
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University Policies

[Student Handbook](#)

- [Drop/Withdrawal policy](#)
- [Extension Requests](#)
- [Academic Probation](#)
- [Appeals](#)
- [Disability Accommodations](#)

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