

COURSE SYLLABUS

Course Number: FA 172.11
Title: Introduction to Mobile App Development
Department/Program: FA/DISCS **School:**
Semester: 2nd **School Year:** 2013-2014
Instructor/s: Levi Tan Ong, John Paul Vergara

COURSE DESCRIPTION

This is an introductory course in Mobile Applications Development, designed for beginning programmers. A particular mobile application development platform and environment (such as iOS and Xcode) will be employed for the course and students will be taught basic programming concepts and development techniques using the chosen platform. The course will also tackle interface design concepts to enable students to develop complete applications.

COURSE OBJECTIVES

At the end of this course, the student should be able to

1. Develop simple mobile applications in the chosen environment.
2. Design applications according to established human interface guidelines.
3. Understand the importance of both engineering and design disciplines in the development of mobile applications.

TENTATIVE COURSE OUTLINE

Week	Topic
Week 1	Xcode tutorial; sample apps
Week 2	Introduction to app design; human interface guidelines; basic design principles
Week 3	Basic iOS controls
Week 4	Information hierarchy; wireframing and design exercises
Week 5	Introduction to Xcode and programming; overview of iOS features
Week 6	Designing for the user; wireframing and design exercises
Week 7	Advanced iOS controls; creating assets
Week 8-9	Object-oriented programming in Objective-C
Week 10-11	Controllers and Views
Week 12	Images and sounds
Week 13	Managing text data; files
Week 14-15	Selected iOS features; special topics

SUGGESTED READINGS

Neuberg, Matt. *Programming IOS 5: Fundamentals of iPhone, iPad, and iPod Touch Development*. 2nd ed. Sebastopol, CA: O'Reilly, 2012. Print/EBook.

Apple. "Learning Objective-C: A Primer." *Learning Objective-C: A Primer*. Apple, Inc., Sept.-Oct. 2010. Web. <<https://developer.apple.com/library/ios/>>.

COURSE REQUIREMENTS

Labs (20%)

For some sessions, there will be in-class lab activities to be submitted before the end of class.

Quizzes (10%)

At least 4 quizzes will be given throughout the course.

Project (40%)

Pairs will work towards creating a project that will be submitted towards the end of the semester. The project should be a prototype mobile application that demonstrates concepts taught during the course.

Project Proposal and Design Documents (10%)

Project Build (20%)

Project Demonstration (10%)

Exams (30%)

The course shall consist of a Midterm and a Final and will have hands on-components

GRADING SYSTEM

Grade	Letter Equivalent
93.00 - 100	A
87.00 - 92.99	B+
81.00 - 86.99	B
75.00 - 80.99	C+
69.00 - 74.99	C
60.00 - 68.99	D
< 60	F

CLASSROOM POLICIES

- 1 Turn off your mobile phones while inside the classroom/lab.
- 2 Late projects will be accepted but deductions (five percentage points per day) will be applied.
- 3 Make-up exams will only be given to students who are absent due to grave reasons (with the proper documentation).
- 4 A student who cheats in any course requirement will receive a grade of "0" for that requirement.
- 5 Refer to DISCS website (<http://discs.ateneo.edu>) for the Policy on Academic Integrity.

CONSULTATION HOURS

John Paul Vergara: Thursdays, 3-430

Levi Tan Ong: To be announced