



Proposed Academic Year	2021/ 2022	Last Reviewed Academic Year	2020/2021
Course Code	INTE 210	Course Title	Mobile Application Development I
Credit hours	3	Level of study	Undergraduate
College / Centre	COBA	Department	MIFS
Co-requisites	None	Pre-requisites	INTE207

1. COURSE OUTLINE

The course “Introduction to Mobile Application Development” covers the fundamental knowledge and skill of Mobile Application Development. The course will enable the students to create a simple mobile application with basic features. The students will also learn more about current mobile platforms, Mobile application processes and development.

2. AIMS

The course will enable the students to developing applications for standard mobile platforms, such as Apple IOS and Android. In the course, students will learn how to install, configure and use (apt) Software Development Kits (SDK) for various mobile platforms. Students will also learn about Mobile Application designing, coding, debugging and testing mobile application.

3. LEARNING OUTCOMES, TEACHING, LEARNING, ASSESSMENT METHODS, and Graduate Attributes Mapping

Learning Outcomes (Definitive)	Teaching and Learning methods (Indicative)	Assessment (Indicative)	Graduate Attributes Mapping
Upon successful completion of this course, students will be able to:			
1 Describe the concepts and techniques used in creating mobile applications	Lectures and seminars, Case Studies, Group work, presentations, lab work	Class Presentation, Written Examination, Class Presentation, Written Examination, Assignment Project	Knowledge of a discipline.
2 Create user interfaces for android applications.	Lectures and seminars, Case Studies, Group work, presentations, lab work	Class Presentation, Written Examination, Class Presentation, Written Examination, Assignment Project	Knowledge of a discipline.



3 Install and configure Software Development Kits (SDK's) for the major smartphone platforms	Lectures and seminars, Case Studies , Group work, presentations, lab work	Class Presentation, Written Examination, Class Presentation, Written Examination, Assignment Project	Knowledge of a discipline.
4 Develop a simple mobile application.	Lectures and seminars, Case Studies, Group work, presentations, lab work	Class Presentation, Written Examination, Class Presentation, Written Examination, Assignment Project	Knowledge of a discipline.

4. ASSESSMENT WEIGHTING

Assessment	Percentage of final mark (%)
Final	30 %
Mid	30 %
Assignment/Project	30 %
Participation	10 %
TOTAL	100%

5. ACHIEVING A PASS

Students will achieve 3 credit hours for this course by achieving a minimum overall score of 50%

6. COURSE CONTENT (Indicative)

LECTURE TOPIC	TIME (HOURS)
Introduction to Mobile Computing	4
Characteristics Mobile Applications	5
mobile application frameworks: History and Application Models	4
User-interface design for mobile applications	5
Practical Section	5
Software Development Kit: installation, configuration, system requirement, and overview of	4
Building User Interface.	6
Simple calculator development	4



Working with Media	4
Object Adjustment	4
TOTAL HOURS	45
Plus, RECOMMENDED INDEPENDENT STUDY HOURS	
TOTAL COURSE HOURS	45

7. RECOMMENDED READING

Core text/s:

Griffiths, D. and Griffiths, D., 2017. *Head First Android Development: a brain-friendly guide.* " O'Reilly Media, Inc."

Library + online resources:

Resource Materials under Creative Common Licenses:

1. <http://allenmendelsohn.com/mcgill/>