

Implementation plan Finished

Study unit	Introduction to Mobile Application Development (A9437), 5.0
Implementation	CCA1611: 1/2016-2017 (11.09.2016 - 23.12.2016)
Type	MOBILE APPLICATION DEVELOPMENT (A895)
Groups	Primary: CCA16SY Others :
Involved in the project	
Lecturers	Paresh Rathod
Number of participants	Minimum: Maximum:
Enrolment period	16.05.2016 08:00 - 31.05.2016
Main timing for implementation	
Appicability	For exchange students: Yes For elective studies: No Open UAS student: No Suitable for virtual UAS: Yes
Teachers	Rathod Paresh (Teacher in charge)
Campus	Laurea Leppävaara
Main location for implementation	
Implementation method	Optima realization/student group, Project/venture/R&D, Web/virtual Language: English Virtuality: 3 cr Integration of R&D: 0 cr
Implementation class	
Focus areas	Service business
Evaluation at the latest	23.01.2017 Storing of graded material ends.: 23.12.2017
Exam days	
Having completed the study unit the student is able to	- describe the key frameworks and required technologies to develop applications for the major mobile platforms in the industry - configure and use a development environment for a chosen mobile platform - design, develop and implement simple mobile applications using web technologies
Previous studies	Fundamental knowledge of programming and web development helps smooth learning of this study unit.
Previous studies, more information	A studentshould know web design with HTML5 / CSS3
Learning objectives	- describe the key frameworks and required technologies to develop applications for the major mobile platforms in the industry - configure and use a development environment for a chosen mobile platform - design, develop and implement simple mobile applications - Student will do hands-on practical work and see what's possible with HTML5, JavaScript, and CSS, alongside Apache Cordova and with Visual Studio integration
Contents	Design, develop and implement simple mobile applications using the chosen development environment. Technologies:- Cross- Platform(Androids, iOS, Windows) Mobile Application Development (HTML5, JavaScript, CSS)- Main framework: Apache Cordova and Visual Studio Note: The study offering is based on Laurea Generic competences
Study material	Optima and online learning tool
Tutoring and communication	Regular teacher guided workshops
Evaluation criteria and methods	The students have two possible way of studying (1) Teacher Guided Mobile Apps Workshop (2) Self-learning with test Track-1: Students collect points for team work for workshop, workshop learning activities, take-away learning tasks and tests. Track-2: Students collect points for weekly online learning and writing learning reflection, developing own mobile apps and taking evaluation tests.A student can select learning track in Introduction Class. Grading scale (0 to 5) as below: 0-39 points: 040-50 points:

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	151-60 points: 261-70 points: 371-80 points: 481-100 points: 5Note: The final evaluation is based on Laurea Generic competences
Work strain	5 credits/137.5 hours of student work/8-10 hours per week