

Implementation plan Finished

Study unit	Introduction to Mobile App Design and Development (R0334), 5.0
Implementation	CCA1711: 1/2017-2018 (03.09.2017 - 22.12.2017)
Type	MOBILE APPLICATION DEVELOPMENT (R058)
Groups	Primary: CCA17SY Others :
Involved in the project	
Lecturers	Paresh Rathod
Number of participants	Minimum: Maximum:
Enrolment period	15.05.2017 08:00 - 31.05.2017
Main timing for implementation	According to a schedule agreed by the parties
Applicability	For exchange students: Yes For elective studies: No Open UAS student: No Suitable for virtual UAS: No
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: 0 cr Integration of R&D: 2 cr
Implementation class	LbD based on local project or development task
Focus areas	
Evaluation at the latest	22.01.2018 Storing of graded material ends.: 22.12.2018
Exam days	
Having completed the study unit the student is able to	The student is able to - differentiate the app ecosystem and their pros and cons - be able to describe the key technologies to develop applications for the major mobile platforms - identify and apply a systematic approach for mobile app design - implement app ideas with design principles: user experience (UX), user-centered design and mobile constraints - work in a team to generate mobile app wireframe and paper prototype - configure and use a development environment for a chosen mobile platform - develop a simple mobile application prototype
Previous studies	
Previous studies, more information	Fundamental knowledge of programming and web development helps smooth learning of this study unit. A student should 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-onpractical work
Contents	Technologies:- Designing and PrototypingMobile Apps- Cross- Platform(Androids, iOS, Windows) Mobile Application Development using HTML5, JavaScript, CSS technologies- Main framework: Ionic and Visual StudioNote: The study offering is based on Laurea Generic competences
Tutoring and communication	Online Course with Volunteer Tutoring (Check Schedule on Optima)
Evaluation criteria and methods	Student collect points for practical tasks and classroom tests
Work strain	26.7 h / 1 ECTS