

Implementation plan Finished

Study unit	Introduction to Mobile App Design and Development (R0334), 5.0
Implementation	CCA1721: 2/2017-2018 (28.01.2018 - 15.06.2018)
Type	MOBILE APPLICATION DEVELOPMENT (R058)
Groups	Primary: CCA17SY Others :
Involved in the project	
Lecturers	Paresh Rathod
Number of participants	Minimum: Maximum:
Enrolment period	27.11.2017 08:00 - 08.12.2017
Main timing for implementation	
Applicability	For exchange students: Yes For elective studies: Yes Open UAS student: No Suitable for virtual UAS: Yes
Teachers	Rathod Paresh (Teacher in charge)
Campus	Laurea Leppävaara
Main location for implementation	Virtually
Implementation method	Optima realization/student group, Web/virtual Language: English Virtuality: 5 cr Integration of R&D: 0 cr
Implementation class	LbD supporting knowledge and skills development
Focus areas	
Evaluation at the latest	15.07.2018 Storing of graded material ends.: 15.06.2019
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-on practical work on own computer
Contents	Technologies:- Designing and Prototyping Mobile Apps- Cross- Platform(Androids, iOS, Windows) Mobile Application Development using HTML5, JavaScript, CSS technologies- Main framework: Ionic 3 and Visual CodeNote: 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 (developing mobile app), online and classroom tests
Work strain	About 150 hours of student learning time in this study unit due to professional training and hands-on practical subject. 1 ECTS = 30 Hours (Due to Professional Skills development) ECTS Guideline: 60 ECTS credits are attached to the workload of a full-

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	time year of formal learning (academic year) and the associated learning outcomes. In most cases, student workload ranges from 1,500 to 1,800hoursfor an academic year, whereby one credit corresponds to 25 to 30hours of work
Other arrangements	<u>Very Important:</u> • This is fully online learning. However, final evaluation is in classroom test. • There are only maximum 40 seats available. • Priority will be given to students finished basic study units at Laurea including Fundamentals of Programming and Foundations of Web Development