

# COMP 3025: MOBILE AND PERVASIVE COMPUTING

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**Reviewer Comments**

Julie McLeod (julie.mcleod) (Mon, 06 Jun 2022 18:23:53 GMT): Updated effective term to F22, added Hybrid schedule type as per RO.

**Type of Change:**

Minor Course Change

**Course Information**

Course outlines are reviewed annually as part of continual quality improvement. This course was last updated for the effective term below.

**Effective Term**

Fall 2022

**Full Course Title**

Mobile and Pervasive Computing

**Preferred Short Title**

Mobile and Pervasive Computing

**Academic Level**

Post Secondary

**Subject Code**

COMP - PS Computers

**Course Number**

3025

**Academic Area**

Computer Studies

**Ministry Reporting Category**

Business

**Grade Mode**

Numeric

**PLAR Applicable**

Yes

**Total Hours**

42

**Schedule Types**

Combination

Hybrid

Independent Studies

Lab

Lecture

Remote Delivery

Traditional

**Course Description**

Students are introduced to the ubiquitous computing model of human-computer interaction. Students learn how to develop functional, yet user-friendly mobile applications for a variety of form factors such as phone or tablet, with a strong focus on applying best design principles using human interface guidelines.

**Banner prerequisites – for information only**

And/Or	(	Course/Test Code	Min Grade/Score	Academic Level	)	Concurrency
		COMP 1011	50	PS		

**Do you need to remove any of the above listed pre- or concurrent requisites?**

No

**Transfer Credit Course(s), can be used for credit towards this course**

COMP 3036 - Android Application Development (ODE)

**Equivalent(s) Courses (Two-Way)**

COMP 1097 - Mobile and Pervasive Computing

### Course Content

- Mobile architecture
- Phone vs tablet design considerations
- Model-View-Controller (MVC) design patterns
- Development tools
- Interface controls (buttons, sliders, pickers, textboxes)
- Events and Delegation
- Alerts and Notifications

### Course Evaluation

**The passing grade for this course is 50% unless otherwise noted below. The evaluation is comprised of:**

- Tests 30%
- Assignments/Projects 70%

**Tests/examinations/assignments must be written/submitted at the time specified. Requests for adjustments to that schedule must be made before the test/exam/assignment date to the faculty member. Failure to do so will result in a mark of "0", unless an illness/emergency can be proven with appropriate documentation at no cost to the College.**

**The passing grade for all courses is 50%, or letter grade of P (Pass) or S (Satisfactory) unless otherwise noted below. The passing weighted average for promotion through each semester of a program is 60% and is a requirement to graduate.**

### Academic Appeal

**Students at Georgian College can appeal the following:**

- A mark on an assignment, test, examination or work-integrated learning term
- Missing or incorrect assessment information on a grade report and/or transcript
- A charge of academic misconduct

**Note: Students cannot appeal a final grade. It is the academic work that is appealable leading to the final grade i.e. final test, exam or assignment.**

**Refer to Academic Regulations in the Academic Appeal section for further details.**

### Course Learning Outcomes

**Upon successful completion of this course, the student has reliably demonstrated the ability to:**

1. develop a mobile application;

**This learning outcome meets the following Essential Employability Skill(s):**

- EES4: Approaches to problem solving
- EES5: Critical thinking to solve problems
- EES6: Organization of information
- EES7: Application of research and information

### Evaluation

Introduced

Assessed

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**Upon successful completion of this course, the student has reliably demonstrated the ability to:**

2. use Software Development Kits (SDKs);

**This learning outcome meets the following Essential Employability Skill(s):**

EES4: Approaches to problem solving

**Evaluation**

Introduced

Reinforced

Assessed

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**Upon successful completion of this course, the student has reliably demonstrated the ability to:**

3. design functional applications for both phone and tablet form factors;

**This learning outcome meets the following Essential Employability Skill(s):**

EES4: Approaches to problem solving

EES5: Critical thinking to solve problems

EES6: Organization of information

EES7: Application of research and information

**Evaluation**

Introduced

Assessed

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**Upon successful completion of this course, the student has reliably demonstrated the ability to:**

4. utilize native visual controls in a mobile application;

**This learning outcome meets the following Essential Employability Skill(s):**

EES4: Approaches to problem solving

EES6: Organization of information

**Evaluation**

Introduced

Assessed

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**Upon successful completion of this course, the student has reliably demonstrated the ability to:**

5. implement event handling in a mobile application;

**This learning outcome meets the following Essential Employability Skill(s):**

EES4: Approaches to problem solving

EES5: Critical thinking to solve problems

EES6: Organization of information

EES7: Application of research and information

**Evaluation**

Introduced

Assessed

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**Upon successful completion of this course, the student has reliably demonstrated the ability to:**

6. deploy a mobile application for download.

**This learning outcome meets the following Essential Employability Skill(s):**

EES4: Approaches to problem solving

EES5: Critical thinking to solve problems

EES6: Organization of information

EES7: Application of research and information

**Evaluation**

Introduced

Assessed

### **Research Ethics Board Designation**

Courses that involve minimal risk research involving human subjects require Research Ethics Board (REB) designation. By checking "yes" below, you are indicating that all faculty teaching this course must obtain course-based research ethics approval.

No

Key: 3885