Topics may include:

1. Platform and Framework basics
2. User Interface Components and Events
3. Mobile Devices and Sensors (GPS, GPU, Camera, Accelerometer, etc.)
4. Design Patterns
5. Debugging
6. Networking (online / offline behavior)
7. Application Certification
8. Unit Testing and Source Control
9. UX/UI Principles
10. Background and Foreground Tasks

Assessment:

Students will be advised of all matters relating to summative assessment at the outset of the course. Overall course grades will represent a balanced assessment of achievement in relation to all stated learning outcomes.

Weighting	Nature of assessment	Learning outcomes	Type
5%	Presentation of idea for mobile application	1	Individual
60%	~10 reviewed exercises that cover IOS and Swift programing. This ensures that students cover coding material.	1,2	Individual
35%	Develop and test an application program for a mobile device.	2,3	Group

Learning and teaching approaches:

This course is taught using a workshop based approach. After the initial sessions, students will be expected to present an idea for a mobile application that they want to develop. The best ideas will be selected and students put into teams to develop these applications. The students who have the product vision will each lead a team of developers.

Lectures, laboratory work, self-directed study.

Notes: Students are encouraged to work in teams and should be discouraged from working alone on projects.

Feedback:

Feedback is sought throughout the course using a range of assessment tools including:

- Informal & formal reflection, class forum, and end of course survey.

Learning resources required:

No set texts.

Specific readings will be provided during the course.

Learning resources recommended:

- Booklist & resources published via Moodle
- Computer lab/Classrooms
- Equipment

Change Type (P, F or E)	*Effective*	*PC Date*	*FAC/AB Date (F, E only)*	*Readers*
P	**S1-2015**			