Introduction

Wireless Mobile Software Engineering

Steven "Steven"

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BINUS INTERNATIONAL

Some basic rules

- Phone should be silent at all time
- Laptop is fine
- Late policy
- All slides and handouts are available at github (goo.gl/Lb2VQQ) (Corrections to them are encouraged)

Who are you?

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Graduated from The University of Edinburgh (2016)

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Worked on PT Stampindo Lantjar Jaya

Github profile: https://github.com/SeiryuZ

My work

Professionally worked on:

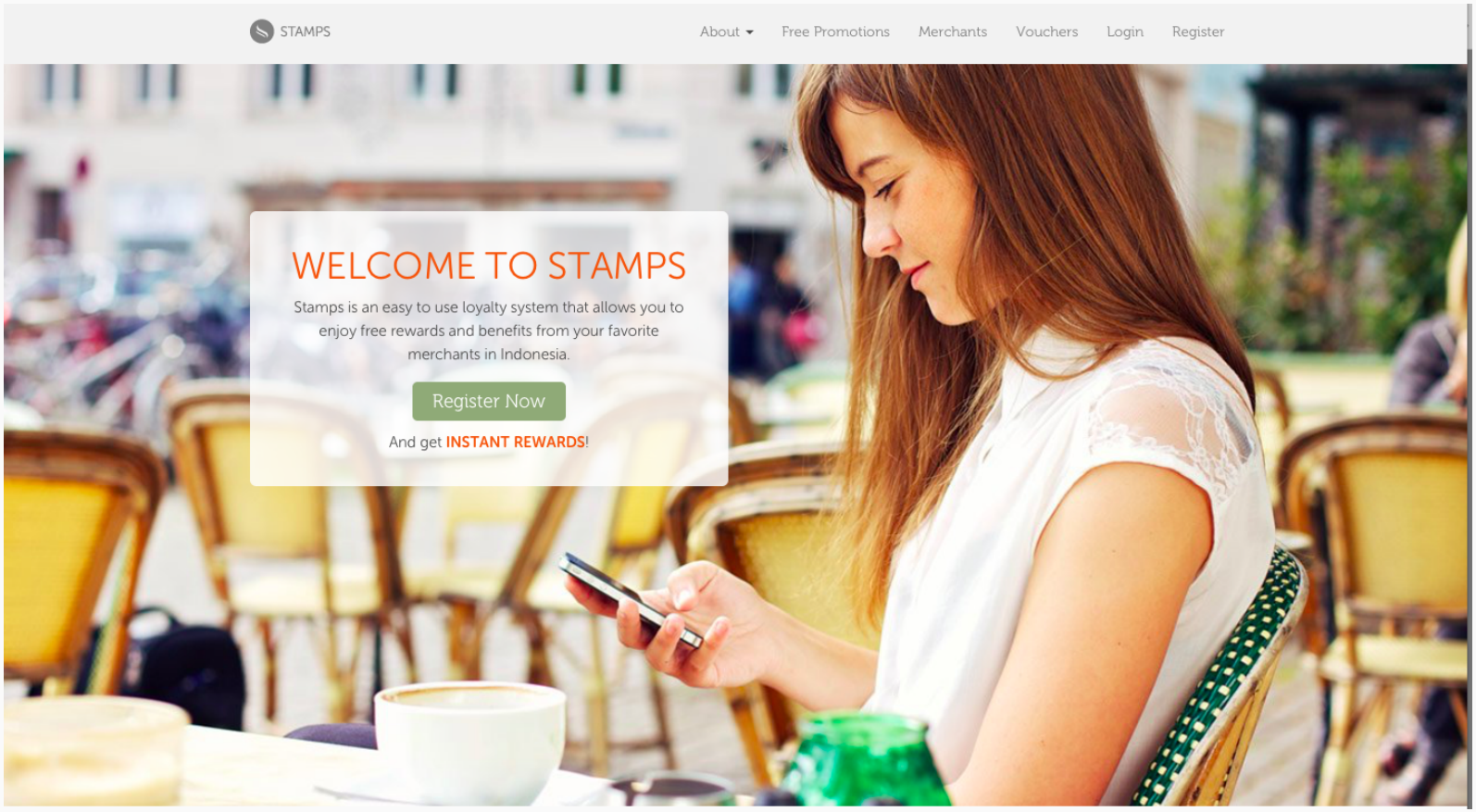

Figure 1: stamps.co.id

My work

Figure 2: GOJEK

My work

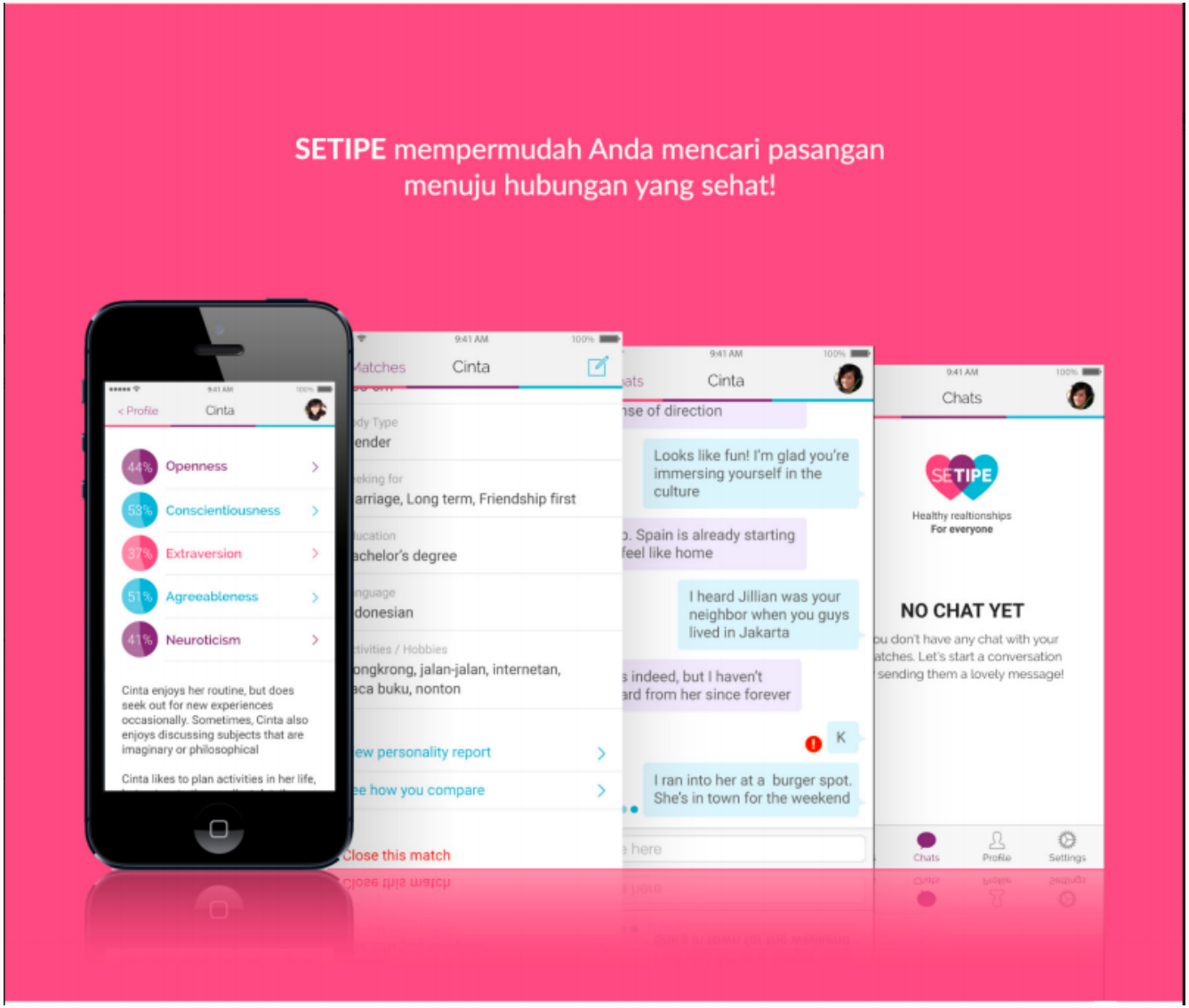

Figure 3: setipe.com

My work

Figure 4: salon by houzcall

My work

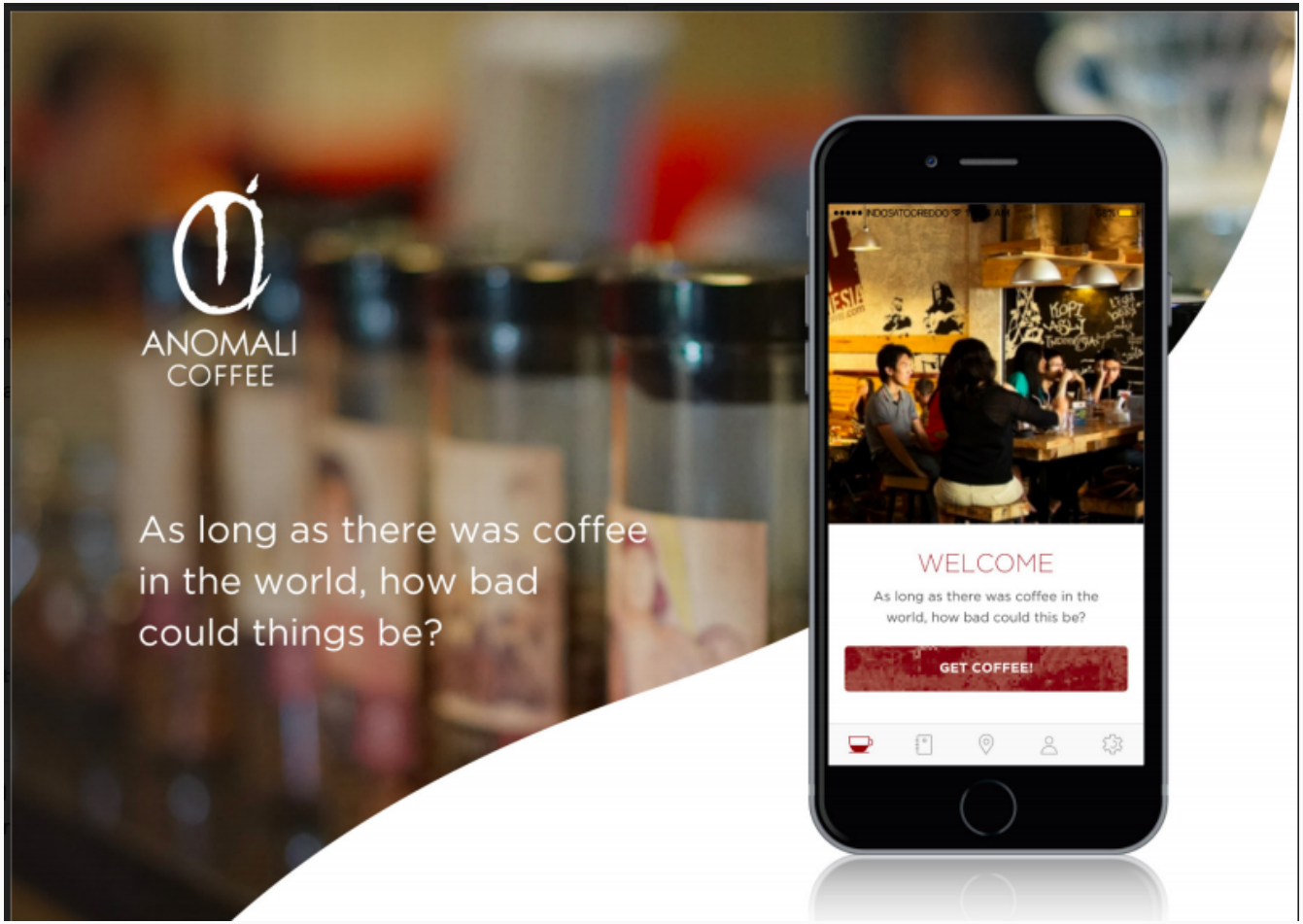

Figure 5: Anomali coffee

What are you going to learn in this course

- Analyze a problem, identify and define the computing requirements appropriate to its solution.
- Design and develop an app for the Android mobile computing platform that addresses a social or educational need or business opportunity.n
- Apply current techniques, skills, and tools creatively to produce innovative mobile applications.
- Demonstrate effective team work to accomplish a common goal.

Class Components

No.	Components	Percentage
1.	Project Phase 1	20 %
2.	Project Phase 2	20 %
3.	Final Project	40 %
4.	Class Participation	20 %
Total		100 %

Figure 6: Mark breakdown

Github-based course

- All project will be developed on Github
- Each phase will be its own pull request
- Push your updates early to get comments
- Peer review will be used as class participation mark

GitHub

Some project Ideas

- Trojan security app
- Secure Messaging app
- Beautiful Indonesia Wiki
- Home automation mobile app

Lab today

- Configure Android studio to work with your PC / laptop
- Make a team of 2 person for your final project
- Decide on your final project topic
- **Due week 2** Draft your project's README.md
  Describe what problems you are trying to solve, and why mobile app is effective? List your development plan (Which feature are you going to finish by phase 1 / 2 / Final presentation)