**Learning Map**

This learning map shows the progression of topics in the Mobile Interfaces & Usability of Full Sail University's Mobile Development Program.

1. Week 1 will cover
   1. Entry Points
   2. Calls to Action (Act as: Entry Points)
   3. Features (Implies: Calls to Action)
   4. Value Propositions (Builds on: Features)
   5. Linking
   6. Information Architecture
   7. Layout & Aesthetics (Prettifies: Information Architecture)
   8. Search Aesthetics & Behavior (Builds on: Layout & Aesthetics)
   9. Structured Data
   10. Lists of Things (Requires: Structured Data)
2. Week 2 will cover
   1. Interface Frameworks
   2. Navigation (Builds on: Linking)
   3. Drill-Down (Type of: Navigation)
   4. Detail Inlays (Type of: Drill-Down)
   5. Image Aesthetics & Layout (Builds on: Layout & Aesthetics)
   6. Sequential Information (Builds on: Layout & Aesthetics, Lists of Things)
3. Week 3 will cover
   1. Form Layout & Aesthetics
   2. Input Usability (Applies to: Form Layout & Aesthetics)
   3. Default Values (Applies to: Form Layout & Aesthetics)
   4. Form CTA (Implements: Calls to Action, Form Layout & Aesthetics)
   5. Saving Data (Follows: Form CTA)
   6. Error Handling (Form of: Detail Inlays)
4. Week 4 will cover
   1. Color Aesthetics
   2. Branding (Covers: Value Propositions, Color Aesthetics)
   3. App Cohesion (Includes: Branding, Saving Data, Error Handling)