School: Science

This unit information may be updated and amended immediately prior to semester. To ensure you have the correct outline, please check it again at the beginning of semester.

Unit Title	Introduction to Mobile Applications Development
Unit Code	CSP2108
Year	2016
Enrolment Period	2
Version	1
Credit Points	15
Full Year Unit	N
Mode of Delivery	On Campus Online

Description

This unit introduces the fundamental technologies and skills needed to design and develop applications for mobile devices. It covers design principles and practical implementation issues specific to the development of applications in a distributed environment on small mobile devices.

Learning Outcomes

On completion of this unit students should be able to:

1. Apply advanced knowledge to analyse and design mobile software.
2. Deploy a mobile application successfully.
3. Explain the key features of the mobile device environment.
4. Interpret metrics produced by a relevant framework to build an effective mobile software product.
5. Program a simple mobile application.

Unit Content

1. Developing and deploying applications.
2. Location awareness.
3. Mobile device hardware and operating systems.
4. Simple data management.
5. User interaction and using sensors.
6. User interface design principles for mobile devices.

Additional Learning Experience Information

Lectures and workshops.

Assessment

GS1 GRADING SCHEMA 1 Used for standard coursework units

Students please note: The marks and grades received by students on assessments may be subject to further moderation. All marks and grades are to be considered provisional until endorsed by the relevant Board of Examiners.

ON CAMPUS

Type	Description	Value
Assignment	Problem solving exercises	15%
Project	Mobile application programming	35%
Examination	End of semester examination	50%

ONLINE

Type	Description	Value
Assignment	Problem solving exercises	15%
Project	Mobile application programming	35%
Examination	End of semester examination	50%

Text References

- ^ Fernandez, M. (2012). *Corona SDK mobile game development* (1st ed.). Birmingham, UK : Packt Publishing.
- Esposito, D. (2012). *Architecting mobile solutions for the enterprise.* California, USA: O'Reilly Media Inc.
- Roger, R. (2011). *Beginning building mobile application development in the cloud.* Indianapolis: John Wiley & Sons.
- Fling, B. (2009). *Mobile design and development: practical concepts and techniques for creating mobile sites and web apps (animal guide).* California, USA: O'Reilly Media Inc.

^ Mandatory reference

Disability Standards for Education (Commonwealth 2005)

For the purposes of considering a request for Reasonable Adjustments under the Disability Standards for Education (Commonwealth 2005), inherent requirements for this subject are articulated in the Unit Description, Learning Outcomes and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the support for students with disabilities or medical conditions can be found at the Student Equity, Diversity and Disability Service website.

Academic Misconduct

Edith Cowan University has firm rules governing academic misconduct and there are substantial penalties that can be applied to students who are found in breach of these rules. Academic misconduct includes, but is not limited to:

- plagiarism;
- unauthorised collaboration;
- cheating in examinations;
- theft of other students' work;

Additionally, any material submitted for assessment purposes must be work that has not been submitted previously, by any person, for any other unit at ECU or elsewhere.

The ECU rules and policies governing all academic activities, including misconduct, can be accessed through the ECU website.

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