MOB01

SAP Mobile Platform 3.0 Fundamentals and Best Practices

COURSE OUTLINE

Course Version: 15
Course Duration: 3 Day(s)

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Typographic Conventions

American English is the standard used in this handbook.

The following typographic conventions are also used.

This information is displayed in the instructor's presentation	
Demonstration	
Procedure	
Warning or Caution	
Hint	
Related or Additional Information	
Facilitated Discussion	
User interface control	*Example text*
Window title	*Example text*

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Contents

ix	Course Overview	
1	Unit 1:	Enterprise Mobility
1		Lesson: Evaluating Mobility as a Solution
1		Lesson: Identifying Enterprise Mobility Challenges and Requirements
1		Lesson: Building a Mobility Ecosystem
3	Unit 2:	Mobility Strategy
3		Lesson: Defining a Mobility Strategy
3		Lesson: Calculating the Total Cost of Ownership (TCO) and Value of Mobility
5	Unit 3:	Mobility Use Cases
5		Lesson: Evaluating Use Cases for SAP Gateway Environments
5		Lesson: Evaluating Use Cases for Native Mobile Application Environments
5		Lesson: Evaluating Use Cases for Hybrid Mobile Application Environments
5		Lesson: Evaluating Use Cases for Metadata-Type Mobile Application Environments
5		Lesson: Evaluating Use Cases for mCommerce Mobility Environments
6		Lesson: Evaluating Use Cases for SAP Fiori Applications
6		Lesson: Evaluating Use Cases for Mobile Business Intelligence Environments
6		Lesson: Identifying the Requirements for a Mobility Project Team
7	Unit 4:	User Experience Design for Mobile Applications
7		Lesson: Describing SAP User Experience Strategies
7		Lesson: Explaining SAP Fiori Design Principles
7		Lesson: Determining the Requirements of a Successful Mobile Application
7		Lesson: Designing User Interfaces for Mobile Applications
9	Unit 5:	Enterprise Mobility Management
9		Lesson: Managing Enterprise Mobility
9		Lesson: Managing Devices and Applications
9		Lesson: Protecting Mobile Applications
9		Lesson: Managing Mobile Content

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11	**Unit 6:**	**Mobile Risk Analysis and Security**
11		Lesson: Analyzing Risks
11		Lesson: Managing Mobile Security
13	**Unit 7:**	**Stakeholder Enablement**
13		Lesson: Preparing Stakeholders for Mobility

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Course Overview

TARGET AUDIENCE
This course is intended for the following audiences:

- Application Consultant
- Business Analyst
- Business Process Architect
- Business Process Owner/Team Lead/Power User
- Change Manager
- Data Consultant/Manager
- Database Administrator
- Developer
- Development Consultant
- Enterprise Architect
- Executive
- Help Desk/CoE Support
- Industry Specialist
- Program/Project Manager
- Solution Architect
- System Administrator
- System Architect
- Technology Consultant
- Trainer
- User

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UNIT 1 Enterprise Mobility

Lesson 1: Evaluating Mobility as a Solution

Lesson Objectives

After completing this lesson, you will be able to:

- Differentiate between mobile and traditional IT

Lesson 2: Identifying Enterprise Mobility Challenges and Requirements

Lesson Objectives

After completing this lesson, you will be able to:

- Identify enterprise mobility challenges
- Identify enterprise mobility requirements

Lesson 3: Building a Mobility Ecosystem

Lesson Objectives

After completing this lesson, you will be able to:

- Identify the provider ecosystem required to support enterprise mobility

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UNIT 2 Mobility Strategy

Lesson 1: Defining a Mobility Strategy

Lesson Objectives

After completing this lesson, you will be able to:

- Define a mobility strategy

Lesson 2: Calculating the Total Cost of Ownership (TCO) and Value of Mobility

Lesson Objectives

After completing this lesson, you will be able to:

- Calculate the total cost of ownership and value of mobility

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UNIT 3 Mobility Use Cases

Lesson 1: Evaluating Use Cases for SAP Gateway Environments

Lesson Objectives

After completing this lesson, you will be able to:

- Evaluate use cases for SAP Gateway environments

Lesson 2: Evaluating Use Cases for Native Mobile Application Environments

Lesson Objectives

After completing this lesson, you will be able to:

- Evaluate use cases for native mobile application environments

Lesson 3: Evaluating Use Cases for Hybrid Mobile Application Environments

Lesson Objectives

After completing this lesson, you will be able to:

- Evaluate use cases for hybrid mobile application environments

Lesson 4: Evaluating Use Cases for Metadata-Type Mobile Application Environments

Lesson Objectives

After completing this lesson, you will be able to:

- Evaluate use cases for metadata-driven application environments

Lesson 5: Evaluating Use Cases for mCommerce Mobility Environments

Lesson Objectives

After completing this lesson, you will be able to:

- Evaluate use cases for mCommerce mobility environments

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Lesson 6: Evaluating Use Cases for SAP Fiori Applications

Lesson Objectives

After completing this lesson, you will be able to:

- Evaluate use cases for SAP Fiori applications

Lesson 7: Evaluating Use Cases for Mobile Business Intelligence Environments

Lesson Objectives

After completing this lesson, you will be able to:

- Evaluate the use cases for mobile business intelligence environments

Lesson 8: Identifying the Requirements for a Mobility Project Team

Lesson Objectives

After completing this lesson, you will be able to:

- Identify the team required to execute an enterprise mobility strategy

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UNIT 4 User Experience Design for Mobile Applications

Lesson 1: Describing SAP User Experience Strategies

Lesson Objectives

After completing this lesson, you will be able to:

- Describe SAP user experience strategies

Lesson 2: Explaining SAP Fiori Design Principles

Lesson Objectives

After completing this lesson, you will be able to:

- Explain SAP Fiori UX overview and design
- Explain app frameworks
- Explain patterns
- Explain controls
- Explain application types

Lesson 3: Determining the Requirements of a Successful Mobile Application

Lesson Objectives

After completing this lesson, you will be able to:

- Evaluate mobile user behavior patterns
- Review the usability and layout of mobile applications

Lesson 4: Designing User Interfaces for Mobile Applications

Lesson Objectives

After completing this lesson, you will be able to:

- Design interactions that are tailored to user needs and user hardware in a mobile environment
- Design user-friendly and mobile-specific interface controls

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UNIT 5 Enterprise Mobility Management

Lesson 1: Managing Enterprise Mobility

Lesson Objectives

After completing this lesson, you will be able to:

- Manage enterprise mobility IT tasks

Lesson 2: Managing Devices and Applications

Lesson Objectives

After completing this lesson, you will be able to:

- Manage enterprise mobility infrastructure

Lesson 3: Protecting Mobile Applications

Lesson Objectives

After completing this lesson, you will be able to:

- Protect mobile applications

Lesson 4: Managing Mobile Content

Lesson Objectives

After completing this lesson, you will be able to:

- Manage mobile documents

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UNIT 6 Mobile Risk Analysis and Security

Lesson 1: Analyzing Risks

Lesson Objectives

After completing this lesson, you will be able to:

- Assess risks to a mobile environment

Lesson 2: Managing Mobile Security

Lesson Objectives

After completing this lesson, you will be able to:

- Create unique security layers

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UNIT 7 Stakeholder Enablement

Lesson 1: Preparing Stakeholders for Mobility

Lesson Objectives

After completing this lesson, you will be able to:

- Prepare stakeholders for a mobile deployment

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