**Mobile Development **

*Database*

A database is a foundation of coded elements

that stores and organizes data.

“A database is a collection of information that is organized

so that it can easily be accessed, managed, and updated.”

Rouse, Margaret (2006)

<http://searchsqlserver.techtarget.com/definition/database>

*Programming*

Programming is the language a computing device “The process of developing and

uses to tell the device exactly what it should do in implementing various sets of instructions

various situations. to enable a computer to do a certain task.”

Business Directory (Unknown)

[http://www.businessdictionary.com/definition/](http://www.businessdictionary.com/definition/ computer-programming.html)

[computer-programming.html](http://www.businessdictionary.com/definition/ computer-programming.html)

*Data Parsing*

I think data parsing is a means of grabbing

coding and analyzing it as it’s computed

“To process (linguistic data such as speech or written language)in real time as it is being

spoken or read, in order to determine its linguistic structure and meaning”

The Free Dictionary (Unknown)

<http://www.thefreedictionary.com/parsing>

*iOS* *Mobile Fragmentation*

The operating system used on Apple’s The way data separates on the internal

devices such as iPhone, iPad and iPod. storage over time from moving and deleting

applications and files.

“iOS is a mobile operating system developed

By Apple.” “A phenomenon that occurs when some

Tech Terms (2011) mobile users are running older versions of an

<http://techterms.com/definition/ios> operating system, while other users are running

newer versions.”

Rouse, Margaret (2012)

[http://searchmobilecomputing.techtarget.com/](http://searchmobilecomputing.techtarget.com/ definition/mobile-device-fragmentation)

[definition/mobile-device-fragmentation](http://searchmobilecomputing.techtarget.com/ definition/mobile-device-fragmentation)

**Game Arts**

*Rendering Sculpting*

I think rendering is when a computer Sculpting is the initial design phase of a

is processing information and drawing it. concept.

“Rendering is the process of generating an “To shape, mold, or fashion especially with

image from a 2D or 3D model, by means of artistry or precision.”

computer programs.” The Free Dictionary (Unknown)

Wikipedia (Unknown) <http://www.thefreedictionary.com/sculpting>

[https://en.wikipedia.org/wiki/](https://en.wikipedia.org/wiki/ Rendering_(computer_graphics))

[Rendering\_(computer\_graphics)](https://en.wikipedia.org/wiki/ Rendering_(computer_graphics))

*Game Engine Shaders*

A game engine is the program and code Shaders are what gives 3D shadow

that a game runs on. effects in various 3D environments.

“A game engine is a software framework “A program that is used to do shading: the designed for the creation and development production of appropriate levels of color

of video games.” within an image, or, in the modern era,

Wikipedia (Unknown) also to produce special effects or do video

<https://en.wikipedia.org/wiki/Game_engine> post-processing.”

Wikipedia (Unknown)

<https://en.wikipedia.org/wiki/Shader>

*Portfolio*

A portfolio is a group of all design elements

an artist has accomplished.

“A selection of a student’s work compiled over a

period of time and used for assessing performance or progress.”