**LINDENWOOD UNIVERSITY**

Lindenwood University offers values-centered programs leading to the development

of the whole person—an educated, responsible citizen of a global community.

**SYLLABUS**

**I. COURSE**

**COM4240011 Applications for Mobile Devices**

SPLMN-4090 TR 11:00 AM 12:15 PM

Course Description

This is an introductory hands-on course focused on the creation of web applications for deployment on multiple platforms such as personal computers, tablets, and smartphones. Topics will include connectivity, interface design, application architectures, and programming. Students will gain skills necessary to develop applications that utilize the unique hardware and communication capabilities of a variety of devices. This course is project based and will likely require extensive time commitment outside of class time.

**Canvas**

Please use your Lionmail username and password to access this course in [Canvas](https://lindenwood.instructure.com) (Lindenwood’s Learning Management System).

**II. INSTRUCTOR**

**Name**

Justin Kussman

**Email**

jkussman@lindenwood.edu

Program Chair – Erica Blum [eblum@lindenwood.edu](mailto:eblum@lindenwood.edu)

**Biography**

Associates Degrees in Digital Illustration and Interactive Media

Bachelor’s Degree in Interactive Digital Media

Master’s Degree in Media communications

Partner at MOTO Marketing Group Design Agency

Have worked (and am still working) in the Digital / Print / Video / Interactive field since my 1st freelance gig in 1999.

**Instructor-Student Interaction**

Attendance in my courses is important for many reasons, foremost among those is the fact that I deliver most of the substantive items during work and lecture time. **If you miss class, you are missing crucial information**. **If you miss a class, it will be up to you to ensure that you are caught up before the next class period.**  If you need help with any info presented, PLEASE CONTACT ME ASAP so you don’t fall behind. Here are my office hours, which I encourage you to use if you are having trouble in class.

**OFFICE HOURS**

Monday 8am-10am

Wed. 8am-10am

Friday 8am-11am.

**III. OBJECTIVES, INSTRUCTION, AND ASSESSMENT**

1. Students will be able to design an app prototype through the use of graphics programs and standard coding languages.
2. Students will be able to professionally present digital content
3. Students will learn interface pattern display and creation methodologies.
4. Students will study user experience methodologies to create compelling mobile experiences.
5. Students examine online resources and utilize popular web technologies to gain insight into the creation of mobile applications.
6. Students develop computer skills through the use of Lindenwood's technological resources to improve electronic file management and troubleshoot technical issues.

**IV. GRADING**

**Final Grades**

Assignments for these classes will be graded based upon practical requirements as presented in the classes. Each piece of work you produce must meet certain technical and aesthetic criteria to receive full points.

There are no “extra credit” assignments.

Each assignment you complete could potentially be a portfolio piece, and could be useful to you in job application/skill demonstration/etc. so be sure to create each piece for this class to the highest standard you can achieve. Your grade will be based on a weighted average, comprised of the following percentages.

**Lab Assignments 30%**

**Micro Projects 40%**

**Final Project 30%**

**Total 100%**

**UNDERGRADUATE GRADING SCALE:**

90 to 100 = A

80 to 89 = B

70 to 79 = C

60 to 69 = D

Below 60 = F

Below 60 = F

**Late Work**

All work deadlines will be posted on canvas and on the top of each week’s assignment sheet. Those deadlines are absolute. “Excused absences” for sports, clubs, etc. do not advance deadlines. If you know you must be out of town, do the work ahead of time or accept the point reduction stated below.

Work submitted after the deadline will be subject to a 30% reduction each week.

**V. POLICIES AND REQUIREMENTS**

**Attendance and Participation**

Attendance in my class is mandatory. If you miss class, you are missing information that is crucial to your development as a professional in the Design field. YOU are responsible for catching up on any information that you’ve missed due to an absence. If you feel like you’re falling behind in class DO NOT HESITATE to contact me asap to help you catch up.

**Materials/Supplies/Equipment**

You will need a large flash drive or external hard drive for this course.

**Portfolio Artifacts**

You will develop at least 3 portfolio worthy apps / app interface pieces for this class.

**Student Interaction**

We will be evaluating every website you produce as critique in class or in a “site evaluation” scenario. Missing class does not mean that you get to skip evaluations.

**Text(s)**

There is no text necessary for this class.

**VI. TECHNOLOGY**

Students will need a large capacity flash drive or external hard drive for this course.

**VII. STUDENT SUPPORT SERVICES AND RESOURCES**

For information about **academic support services and resources**, please refer to the Lindenwood folder in the Canvas Global Navigation Menu.

For information about **Canvas support services and resources**, please refer to the Lindenwood folder in the Canvas Global Navigation Menu.

For information about **technical support services and resources**, please refer to the Lindenwood folder in the Canvas Global Navigation Menu.

**VIII. COURSE SCHEDULE**

IMPORTANT

|  |  |  |  |
| --- | --- | --- | --- |
| **WEEK** | **TOPIC** | **READING / PREPARATION** | **ASSIGNMENT (DUE)** |
| **1** | Introduction |  |  |
| **2** | Mobile Application User Interface |  | Mobile App Paper Prototype  Due Week 4 |
| **3** | Mobile Application User Interface |  |  |
| **4** | Mobile Application User Experience |  | Mobile App Paper Prototype Due |
| **5** | Mobile Application User Experience |  | Persona Lab  Due Week 7 |
| **6** | Developing With Corona: Introduction |  |  |
| **7** | Developing with Corona:Making a simple app |  | Persona Lab Due  First Test App Prototype:  Due Week 9 |
| **8** | Developing with Corona:Making a simple app |  |  |
| **9** | Developing with Corona : Practical User Interface Exercise |  | User Interface Micro Project Assigned: Due Week 11 |
| **10** | Developing with Corona : Practical User Interface Exercise |  |  |
| **11** | Developing with Corona : Practical Game Design Exercise |  | User Interface Project Due  Game Design Prototype  Assigned |
| **12** | Developing with Corona : Practical Game Design Exercise |  |  |
| **13** | Developing with Corona : Practical Game Design Exercise |  | Game Design Prototype Due  Final App Assigned: Due Week 16 |
| **14** | Final Project |  |  |
| **15** | Final Project |  |  |
| **16** | Final Project |  | Final Project Due |