Fall 2016

Special Topics – Mobile Computing: Mobile App development for non-developers

CRN 16998 ISTM 6290.13
CRN 18194 ISTM 4900.81

Schedule: Wednesday 7:10 – 9:40 PM

Instructor:
Mark Albert
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*For emails please put ISTM in the subject line

Course Description:
Mobile access to information is becoming more prevalent and in demand by consumers. Technology has evolved over the past few years to enable people to develop mobile applications and mobile-friendly web pages without having to develop and maintain applications using native code. These new methods of developing and delivering mobile applications help enable a broader group of people to be able to be part of the mobile creation life cycle. Students will be introduced to mobile technologies, including mobile-friendly web and hybrid frameworks. Topics include: project planning, responsive design, mobile first development, front-end frameworks like jQuery mobile and Bootstrap, open source application frameworks like Kurogo and PhoneGap that enable mobile application development without native code, and emerging interactive mobile technologies with Bluetooth beacons.

Learning Objectives:
- In this course students will learn methodologies, techniques and tools used in mobile applications, both mobile-friendly web as well as hybrid solutions.
- Students will learn emerging methodologies for mobile information systems.
- Students will learn to analyze and design systems based on requirements and translate that into systems.
- Students will understand the organizational issues related to mobile information systems implementation.

Text:
Internet Articles
Software:
You will use one of the following:
- Web Editor like Dreamweaver
- Adobe PhoneGap Desktop App
- Kurogo Mobile App – via ModoLabs

Lectures:
All lecture notes will be available on Blackboard. Articles and cases may be distributed during the semester for class discussion and/or assignment. You are expected to attend all classes, and will be responsible for assignments due on the days you do not attend class.

Grading:
The course grade will be a weighted average of assignments, a project, and two exams. The relative importance of the different components is given below.

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<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Mid-term exam</td>
<td>25%</td>
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<td>Final exam</td>
<td>25%</td>
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<tr>
<td>Project</td>
<td>30%</td>
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<tr>
<td>Assignments</td>
<td>20%</td>
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<td>Total</td>
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Exams:
There will be two exams in this course: a midterm and a final. Exams will cover material from lectures and handouts distributed in class. The exams will include multiple choice and/or short answer questions, and problems and exercises. No books or notes will be allowed in these exams. The final will not be cumulative. There will be no make up exam, except for documented medical reasons.

Project:
The course will have a group project. The objective of the project will be to develop a mobile app based on the tools and techniques learned in the course. Groups will choose an app to build. The project deliverables will include project documents, a prototype, and presentation. A list of deliverables for the project and their due dates will be distributed in the third week of the semester. At the end of the semester you will have to complete a confidential peer-evaluation form in which you will evaluate the contribution of each of your group members. This peer evaluation is required, and if you fail to evaluate your group members, you will lose your own evaluation grade. The project document will constitute 60% of the project grade, the presentation will be 20% and peer-evaluation will be 20% of the grade. If your group members provide a poor evaluation (less than 70 percent) of your contribution to the project, all components of your project grade will be affected, and your overall course grade may be reduced by one letter grade. Grades for the project document and presentation will be the same for all members of a group. Grades for peer evaluation may differ within a group, so the total project grade for individual members of a group may also be different. The peer evaluation grade is confidential so I will be unable to provide a complete breakdown of your project grade.

Assignments:
Assignments will be based on material covered in lectures and articles. Assignments may include article critiques, case analysis, and problem solving using techniques learned in class. All assignments, unless otherwise stated, should be submitted electronically in MS Word or PDF format on Blackboard. Homework assignments will be due at the start of class. Late
assignments will not be accepted. If you are away and cannot attend class you are still required to submit your assignment on time. Electronic submissions should be checked for viruses. A few assignments may be in-class assignments. Blackboard submissions will not be required for these assignments.

Assignments will be returned one week after they are submitted, and grades will be posted on Blackboard. Always check the Blackboard grade book to see that your posted grades are correct. Questions regarding grading and grades posted should be addressed to me within a week after the graded papers are returned.

Note:
All examinations, papers, and other graded work products and assignments are to be completed in conformance with the George Washington University Code of Academic Integrity.

Assignment details will be provided in class OR available on Blackboard at least one week before they are due. Count on one or more assignments every week. There will be no assignments in the first week of the semester, and during exam weeks.