

WDIM 458: Developing for Mobile Devices
Course Syllabus: Fall Semester 2009
The New England Institute of Art
Web Design and Interactive Media

The course syllabus is a general plan for the course; deviations announced to the class by the instructor may be necessary.

CONTACT INFORMATION AND OFFICE HOURS:

Chuck Hudson E-mail: chudson@aduci.com Office: 617.314.9184 Course Website: http://www.aduci.com/wdim458	Office Hours Thurs: 12:00pm-1:00pm Before and after class by Appointment
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COURSE DESCRIPTION:

An introduction to development techniques for mobile devices with a concentration on the iPhone and iPod Touch. This course covers the components for creating basic and more advanced iPhone applications including UI components, persistence of data, application packaging, and more advanced interfaces of the iPhone 3.0 SDK. A group project will provide the opportunity to apply learned knowledge to a working mobile application during the extent of the course.

COURSE OBJECTIVES:

Upon successful completion, students will be able to demonstrate (through completion of coursework, assignments and exams) the following:

- A basic understanding of mobile applications and how they execute.
- Knowledge of the Apple process for creating and submitting applications to the Apple App Store.
- An understanding of the development libraries used to build an iPhone application.
- Best practices for developing and testing an iPhone application.
- Differences among various mobile platforms for development.
- Skills to take a concept of a basic mobile application to a working product.
- Knowledge of resources available for solving more complex mobile application challenges.

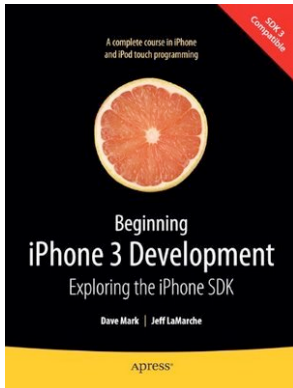
COURSE PREREQUISITE:

Students should have completed an object oriented programming course or have equivalent hands-on programming experience.

REQUIRED TEXTS and OTHER MATERIALS:

1. Textbook: Beginning iPhone 3 Development, Exploring the iPhone SDK, Dave Mark and Jeff LaMarche, Apress, 2009. ISBN 978-1-4302-2459-4.

*** Make sure the book is the version for the 3.0 SDK. On front cover red top right corner which says "Updated and revised for SDK 3".



2. Required Readings: As announced. May be provided as handouts or as downloads from the course web pages.
3. Access to your own e-mail account.
4. Access to Course web site.

COURSE REQUIREMENTS AND EVALUATION:

Your performance will be evaluated based on assignments, exams and a course project. There will be 2 exams (final and a midterm) about the course content. Most weeks, there will be homework assignments to facilitate your continued learning about the topics discussed in class.

Evaluation of each student’s grade will be based on each of the following deliverables and weights:

Homework Assignments	20%
Course Project	25%
Midterm Exam	20%
Final Exam	25%
Class Participation and Labs	10%
Total	100%

Grades will be assigned as follows:

A	93.00% and above	Excellent to Very Good; comprehensive knowledge and understanding of subject matter; marked perception and/or originality
A-	90.00%-92.99%	
B+	87.00%-89.99%	Good; moderately broad knowledge and understanding of subject matter; noticeable perception and/or originality
B	83.00%-86.99%	
B-	80.00%-82.99%	
C+	77.00%-79.99%	Satisfactory; reasonable knowledge and understanding of subject matter; some perception and/or originality
C	73.00%-76.99%	
C-	70.00%-72.99%	
D	60.00%-69.99%	Marginal; minimum of knowledge and understanding of subject matter; limited perception and/or originality
F	Below 60.00%	Failing; unacceptable low level of knowledge and understanding of subject matter; severely limited perception and/or originality; absences in excess of allowable limit

COURSE PROJECT:

The course project is an important component to applying what you learn in this course to create a unique solution on the iPhone and/or iPod Touch. A separate handout will be provided with the guidelines, description, schedule and deliverables for the course project.

COURSE POLICIES:

Academic Integrity. College guidelines for academic integrity are strictly enforced. Copying materials or otherwise using the words, thoughts, audio/video/graphics files of others is plagiarism, which could result in various penalties ranging from project failure to administrative action. Refer to the Student Code of Conduct in the Student Handbook.

Important! You are **NOT** to receive **ANY** outside assistance on the exams, quizzes, or assignments without prior approval from the professor. In fairness to the students who are ethical, any student found violating the academic honor code will be prosecuted. **Except when noted by the instructor, your assignments must be the result of your individual effort.**

Attendance: Course work at NEIA is very hands-on and students are expected to attend class on a regular basis. Poor attendance will affect a student's final grade in a class as follows:

- Our college-wide standard is, a student with more than 3 absences will have their earned academic grade lowered one letter grade (ex: B+ to C+).
- More than 4 absences will lower their grade to D.

The college does not distinguish between excused or unexcused absences. A student who misses all of his or her classes for two consecutive weeks will be withdrawn from the college.

Responsibility for Course Materials: You are responsible for all material covered in class. If you are absent, you are responsible for obtaining the information you missed. To the maximum extent possible, class outlines, additional course materials, and announcements will be posted to the class web site or listserv.

Changes to Due Dates: The scheduled due dates for assignments, exams, and project activities are subject to change, but all changes will be discussed in class and posted to the class web site. It is your responsibility to ensure that you are aware of any such changes.

Individual Assignments for Course: There will be a number of individual exercises for this course that you should complete. You will be able to find links to these assignments on the course Web page, so you should check there frequently for updates.

The course syllabus is a general plan for the course; deviations announced to the class by the instructor may be necessary. The instructor reserves the right to adjust and make additions to this syllabus and these policies as the instructor judges that the needs of the class require.

Late Assignments: All homework assignments are due at the beginning of class unless otherwise noted. Late assignments, up to one week late, will receive 50% credit. Students who miss a class must e-mail assignments to instructor by midnight of the date missed to be considered on time. No makeup tests are allowed except through prior arrangements with the instructor. The instructor will only permit the makeup of tests due to legitimate absences. Quizzes may not be made up. All lab assignments are due at the end of class. Lab assignments turned in up to one week late will receive 50% credit.

Tardiness: If a student arrives late or leaves early from class, it is noted in the attendance roster. Four

late arrivals/early departures count the same as a full absence. Further, if a student is more than 30 minutes late to a class or leaves more than 30 minutes before the conclusion of a class he or she will be marked with a one-half absence for that class. Two half absences count the same as missing an entire class.

Other Class Policies:

Assignment Credit: This course is about problem solving and thinking. Writing computer programs requires hard work and self-discipline. Some of the problems assigned to you will be very challenging. Students are expected to try their very best to complete assignments, but it is recognized that programming errors are often difficult to resolve without the instructor's help. When the student has demonstrated his/her best effort, even lab assignments that do not run correctly will receive partial credit.

Cheating: Occasionally the instructor will ask students to modify an existing computer program. Other than when expressly permitted, students may not copy code from the textbook, the instructor's web site, the textbook web site, other professional sources, or other students. Students are expected to do their own original work. Any student who violates this policy will be considered cheating and will receive zero credit on the assignment. Cheating on tests will result in a zero credit for the test. Students found cheating may face administrative action including academic suspension or expulsion.

Text: Students are expected to bring their textbook to every class.

Food and beverages: As a matter of school policy and due to the presence of electronic equipment in the classroom, absolutely no eating or drinking are permitted in the classroom. This policy is strictly enforced.

Computer Use:

- E-mail / Surfing: Processing e-mail or surfing the Internet for any purpose other than completing class assignments is not permitted during class hours.
- Use of NEIA's computer facilities is a privilege (not entitlement). Unauthorized or improper use of the college's computer facilities may result in disciplinary and/or legal action. Refer to Student Handbook for "Policy on Computing Ethics" and "Acceptable Use Policy for Networks."
- Any student caught using the computers and/or Internet for any pornographic, indecent, or unacceptable material will be given an automatic "F" for the course.
- Electronic Equipment: Cell phones, beepers, and personal headset (portable CD players, etc.) usage is not allowed during class time except when required by the class. Please turn off you cell phones before class begins.

Use of NEIA's computer facilities is a privilege (not entitlement). Unauthorized or improper use of the college's computer facilities may result in disciplinary and/or legal action. Refer to Student Handbook for "Policy on Computing Ethics" and "Acceptable Use Policy for Networks."

Etiquette: Respect for self, instructor, speakers and classmates is required at all times. Refer to Student Handbook for Student Code of Conduct.

Academic Support/Learning Disabilities:

Students with known disabilities should contact their instructors as well as the Student Services Office. Academic Support (tutoring) is provided to any student in need of tutoring. Students who feel they are able to assist with tutoring this course should also contact their instructor and/or the Student Services Office.