Course Outline

Title: MOBILE COMPUTING PLATFORMS AND DEVELOPMENT FUNDAMENTALS

Code: ITECH1300

Faculty / Portfolio: Faculty of Science

Program Level:

	AQF Level of Program					
	5	6	7	8	9	10
Level						
Introductory			✔			
Intermediate						
Advanced						

Pre-requisites: Nil

Co-requisites: Nil

Exclusions: Nil

Progress Units: 15

ASCED Code: 029999

Learning Outcomes:

Knowledge:

K1. describe the basic architectures and operating systems of various mobile platforms
K2. describe the life cycle of a mobile app as pertaining to the various mobile platforms
K3. account for the differences between mobile and desktop programming

Skills:

S1. develop mobile apps using visual programming environments

Application of knowledge and skills:

A1. design, develop, test and debug mobile apps from a given textual program specification

Values and Graduate Attributes:

Values:

V1. demonstrate a professional approach to mobile programming
V2. develop problem-solving skills leading to self-reliance

Graduate Attributes:

Attribute	Brief Description	Focus

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Continuous Learning	In a blended learning approach facilitated by the use of visual programming environments students will build a foundation in mobile programming concepts that they will build upon in future courses	Medium
Self Reliance	Students will participate in a self-directed and collaborative learning environment to develop their theoretical and technical expertise in the field of software development	Medium
Engaged Citizenship	Students will produce programming solutions that conform to industry standards	Medium
Social Responsibility	Students will use visual programming environments to gain an initial understanding of mobile programming techniques	Low

Content:

Topics may include:

- basics of hardware architecture for mobile computing
- basics of operating systems for mobile computing
- fundamentals of mobile programming concepts
- The lifecycle of a mobile app
- differences between desktop and mobile programming
- mobile programming for various platforms, such as iOS, Android and Windows Phone / RT

Assessment:

Learning Outcomes Assessed	Assessment Task	Assessment Type	Weighting
K1, K2 , K3, S1, A1	Individual and/or group problem solving exercises	Projects/Assignments	40-50%
K1, K2 , K3, S1, A1	Review and Skills Practice	Tests/Examinations	50-60%

Adopted Reference Style:

APA

Presentation of Academic Work:

https://federation.edu.au/students/assistance-support-and-services/academic-support/general-guide-for-the-presentation-of-academic-work