Course Inventory Change Request

New Course Proposal

Date Submitted: 02/13/15 9:44 am

Viewing: CS 3020: Mobile Application Development: iOS

Last edit: 02/13/15 9:44 am

Changes proposed by: nsmith

Course Prefix: CS

Course Number: 3020

Effective Semester: Fall 2015

Department: Computer Information Technology (CIT)

School: School of Science & Technology

Course Title: Mobile Application Development: iOS

Short Course Title: Mobile App Dev: iOS

Credits: 3

Workload Factors: 3

Primary Grade Type: Standard Letter

Secondary Grade Type:

Instructor: No

Permission Required:

In Workflow

1. CIT Chair
2. SST Admin
3. SST Dean
4. University Curriculum Committee Chair
5. Banner

Approval Path

1. 02/16/15 2:41 pm Bart Stander (stander): Approved for CIT Chair
2. 02/17/15 8:22 am Ruth Bruckert (bruckert): Approved for SST Admin
3. 02/19/15 10:11 am Eric Pedersen (pedersen): Approved for SST Dean

Repeatable for Credit: No
Schedule Type: Lecture Hrs/Wk: 3
Catalog Prerequisites? Yes

Catalog
Prerequisites:
CS 2420; AND CS 3005
Grade Required on
C-
Prerequisite(s):

Corequisites? No
Course/Lab Fee? Yes

Course/Lab Fee 25 Fee Deposit TEC303
Amount: Index Code:
Fee Justification:
Maintain CIT infrastructure

Instruction Index Code: TEC200
GE Status Requested: No

Catalog Description
For students pursuing degrees in Computer Science, or other students interested in writing applications for modern mobile devices using Apple's iOS operating system.

Course Rotation: Fall (every)
Justification for course/change:
Demand for specific knowledge in iOS systems has become more apparent due to both student and local employer comments.

Library Resources Adequate: Yes
Tech Resources Adequate: Yes
Comparable Courses:
(Use USHE course first)

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<thead>
<tr>
<th>Institution</th>
<th>Prefix/Number</th>
<th>Credit(s)</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>Utah Valley University</td>
<td>CS3680</td>
<td>3</td>
<td>Mobile Device Programming</td>
</tr>
<tr>
<td>Weber State University</td>
<td>CS3260</td>
<td>3</td>
<td>Mobile Development for the iPhone</td>
</tr>
<tr>
<td>University of Utah</td>
<td>CS4962</td>
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<td>Mobile Application Programming: iOS</td>
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<tr>
<td>Utah State University</td>
<td>CS3200</td>
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<td>Mobile Application Development</td>
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<tr>
<td>Southern Utah University</td>
<td>CSIS4300</td>
<td>3</td>
<td>Mobile Application Development</td>
</tr>
</tbody>
</table>

Course Learning Outcomes:

Students can:
- Design, implement, and deploy applications for Apple mobile devices including the iPhone and iPad families
- Use the Model-View-Controller model of programming
- Design and implement user interfaces, networking, data persistence, interaction with other apps
- Use publicly-available resources to learn additional techniques and implement features beyond what the course explicitly covers

How do your Course Learning Outcomes align to your Program Learning Outcomes?

The learning outcomes align closely with the following program learning outcomes:

- Analyze a problem, and identify and define the technological requirements appropriate to its solution. Students will demonstrate the ability to identify a problem, then analyze and prepare a solution essential to successful problem solving.

The course contributes indirectly to the following program learning outcomes by giving students practical experience:

- Use current techniques, skills, and tools necessary for professional practice. Technology is always changing and improving. It is important to stay current with the best practices. Students will demonstrate life-long learning skills, which will allow successful adaptation to the changing...
environment and evolving technologies throughout their professional career.

• Communicate effectively visually, orally and in writing. Effective technical communication, orally and in writing, and effective team members capable of working in groups on strategic problems.

Since mobile application development is a major part of our local technology economy, the course also contributes strongly to another program learning outcome:

• Employment. The best end result is working in a student’s chosen field of interest, using their chosen degree.

Schedule of lesson activities that meet Course Learning Outcomes

The course uses a hands-on approach, taking students through a series of apps with a progression of requirements, including:

• Basic user interface elements and app structures
• More complex UI elements
• Networking and connecting to servers
• Databases and data persistence
• Use of device hardware sensors
• Exploiting additional capabilities of the platform not covered in class (student’s identify, learn, and demonstrate new features)

By implementing multiple apps from scratch, students practice all of the skills described in the course outcomes

Assessment activities that provide evidence of student learning

Students demonstrate their completed apps to the rest of the class at regular intervals throughout the semester.