

Prepared by the Department of Business

Date of Departmental Approval: February 2, 2017

Date Approved by Curriculum and Programs: February 15, 2017

Effective: Fall 2017

1. **Course Number:** BIT266  
**Course Title:** Application Development for Mobile Devices
2. **Description:** This course offers a practical introduction to the mobile device app development industry. Students learn about the operating systems of mobile devices, limitations and challenges of developing mobile applications and create and submit an app to the app marketplace.
3. **Student Learning Outcomes:** Upon successful completion of this course, students are able to do the following:
  - Describe the similarities and differences between the predominant mobile device operating systems
  - Design and plan a mobile app, including generating market analysis, marketing plan, budget, and profit forecast
  - Create a mobile app using a programming language (Java, Objective-C, ActionScript Flash or other)
  - Explain the security issues involved in app development
  - Undertake the steps necessary to bring the application to the mobile device marketplace
4. **Credits:** 3 credits
5. **Satisfies General Education Requirement:** No
6. **Prerequisites:** ENL108 (Critical Reading & Thinking) or satisfactory basic skills assessment score and CSC110 (Computer Programming I: Java) or CSC120 (Computer Programming I: C++) or BIT175 (Visual Basic)
7. **Semester Offered:** Spring
8. **Suggested General Guidelines for Evaluation:** The final grade is based on an evaluation of hands-on projects and reports, a midterm, and an individual semester-long project.
9. **General Topical Outline (optional):**