



## DESIGNING FOR MOBILE APPLICATIONS — WEBD 2675

### A. Course Description

- **Credits:** 2.00
- **Lecture Hours/Week:** 1.00
- **Lab Hours/Week:** 1.00
- **OJT Hours/Week:** 0
- **Prerequisites:** None
- **Corequisites:** None
- **MnTC Goals:** None

This course explores the basics of interface and interactive design for common mobile devices and tablets. It focuses on the use of designer friendly software to create and distribute simple mobile apps. Use of the design process and layout principles are stressed. Prerequisites: WEBD1032 Interactive Design Fundamentals, or equivalent HTML and CSS experience

### B. Course Effective Dates: 1/12/15 – Present

### C. Outline of Major Content Areas

As noted on course syllabus

### D. Learning Outcomes

1. Address interactivity and user feedback issues
2. Analyze existing mobile apps
3. Analyze layout and composition considerations
4. Apply layout elements and principles
5. Create flow charts
6. Create informational/educational app
7. Create promotional app
8. Create simple app game
9. Create storyboards
10. Demonstrate device testing
11. Describe usability testing
12. Design wireframe plans
13. Develop a production plan
14. Develop artist concept screens

15. Develop flow charts
16. Develop storyboards
17. Develop troubleshooting techniques
18. Discuss the elements of app design
19. Identify delivery methods
20. Identify device parameters
21. Identify operating systems
22. Incorporate audio files
23. Incorporate dynamic content
24. Incorporate graphics
25. Incorporate interface considerations
26. Incorporate text
27. Incorporate touch screen interaction
28. Incorporate video files
29. Research a variety of mobile app creation software
30. Use mobile app creation software
31. Utilize CSS 3
32. Utilize Html 5
33. Utilize design process

**E. Minnesota Transfer Curriculum Goal Area(s) and Competencies**

**F. Learner Outcomes Assessment**

As noted on course syllabus

**G. Special Information**

None noted