**COURSE TITLE: ART40549 - Creative Studio: Mobile Application Prototyping II**

**COURSE DESCRIPTION:** This final Creative Studio course is designed to help students learn alternative ways of producing native apps. HTML5, Javascript, Jquery and CSS for mobile will be covered.

**Prerequisites:** None

**Instructor**: Kristian Secor (kdsecor@gmail.com)

**CLASSROOM LOCATION**: UC San Diego Extension, University City Center

6256 Greenwich Dr., San Diego, CA 92122

**SESSION/YEAR** Summer 2015

**CLASS HOURS:** Tue 5:30 to 9:30 p.m.

**Course Length:** 11 Weeks, 44 Hours, 4 Credits

**Course Competencies:** The goal of the course is to show alternative methods of application development, specifically using frameworks that allow deployment with common technologies such as html5, css, javascript and jquery

**Suggested Texts: Jquery Mobile Cookbook by Chetan K Jain, 2013, ISBN: 978-1-84951-722-5**

**Materials and Supplies:** Notepad, Sketchpad, Pencil, Pen

**Estimated Homework:** 4 Hours per week

**Technology Needed:** Mac Computer, Terminal, XCode, Eclipse,Homebrew,Cordova. Students must follow the DAC/CGD policies for equipment use.

**COURSE OUTLINE:**

**Week 1: Topic: Javascript with Cordova .**

**Week 2: Topic: Intro to Jquery and JQuery Mobile/Access to Hardware**

**Week 3: Topic: Cordova and File Systems, Storage, and Local Databases,**

**Week 4: Topic: Cordova and Native Events**

**Week 5: Topic: Working with Your Contacts,**

**MOBILE APP 1 DUE**

**Week 6: Topic: Using the lightweight XUI Javascript library, Restful Services, Node**

**Week 7: Topic: Development and Testing with Cordova**

**Week 8: Topic: Converting an app and publishing to other environments**

**Week 9: Topic: Cordova and IOS specific functionality**

**Lab:**

**Week 10: Topic: Cordova and Android specific functionality**

**Lab:**

**Week 11: Topic: EMERGING TECHNOLOGIES/NETWORK/ALUMNI**

**Lab: Portfolio Display**

**Media Management:** Keeping track of the files for a project is part of your responsibility for this class, just as it is in the professional world. Hard drives and computers fail with regularity, so be sure that any work you do is backed up somewhere safe. “I lost my project because my hard drive died and I forgot to back up” is not an acceptable excuse here any more than it is in the professional world.

**Project and Assignment Descriptions: Students will finalize and perfect their apps**

**Midterm progress: 20%**

**Cordova Project: 60%**

**Homework: 10%**

**PArticipation: 10%**

**Grading Scale:** Grades on individual assignments and for the course will be calculated as follows:

|  |  |  |
| --- | --- | --- |
|  | A 93 -100 % | A- 90 - 92 % |
| B+ 87 - 89 % | B 83 - 86 % | B- 80 - 82 % |
| C+ 77 - 79 % | C 73 - 76 % | C- 80 - 72 % |
| D+ 67 - 69 % | 65 - 66 % D- 63 - 66 % | F 0 - 62 % |

**Project Grading Rubric:**

|  |  |
| --- | --- |
| A | Student performs in an outstanding way. Student exhibits excellent achievement and craftsmanship in all work. Student exceeds the design criteria and challenges him/herself to seek fresh solutions to design problems. Student exhibits commitment to expanding ideas, vocabulary and performance. |
| B | Student performs beyond the requirement of the assignments. Student exhibits above average progress and craftsmanship. Student meets and exceeds the design criteria. Student exhibits above average interest in expanding ideas, vocabulary and performance. |
| C | Criteria of assignment are met, and all requirements are fulfilled. Student exhibits average progress and improvement. Student spends the minimum time and effort on the assignments. Student exhibits moderate interest in expanding ideas, vocabulary and performance. |
| D | Student performance is uneven, and requirements are partially fulfilled. Student exhibits minimal output and improvement in work. Student does not meet the design criteria in all assignments. Student exhibits minimal interest in expanding ideas, vocabulary and performance. Student's attendance, participation and class involvement is less than adequate. |
| F | Student fails to meet a minimum of performance levels. Student does not exhibit achievement, progress or adequate levels of craftsmanship in any assignment. Student work is consistently incomplete or unsuccessful. Student's attendance, participation and class involvement is inadequate |

**Rules & Common Sense:** You’re encouraged to explore creative options for your projects, but YOU MUST COMPLY WITH ANY AND ALL LAWS AND ORDINANCES. Be creative but use common sense.

**Academic Honesty Statement:** DAC/CGD considers academic honesty to be one of its highest values. Students are expected to maintain the highest standards of academic honesty while pursuing their studies. Academic dishonesty includes but is not limited to: plagiarism and cheating; misuse of academic resources or facilities; and misuse of computer software, data, equipment or networks. Please be prepared to show your work product on any project upon request.

**Late work Policy:** No late work will be accepted

**Attendance:** Students are expected to attend all classes on time as scheduled throughout the quarter.

**General Student Conduct:** We expect students to conduct themselves in a professional manner at all times. An integral part of a student’s career and professional development is the expectation that he/she will conduct themselves during the educational processes in the same manner as will be expected in an employment situation.