

School of Communication / New Media and Communication Systems

2024 - 2025 Academic Year

MOBILE APPLICATION DESIGN

Syllabus

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
MOBILE APPLICATION DESIGN	YMİ4211984	Spring Semester	1+2	2	5
Prerequisites Courses					
Recommended Elective Courses					
Language of Instruction	Turkish				
Course Level	First Cycle (Bachelor's Degree)				
Course Type	Elective				
Course Coordinator	Assoc.Prof. İhsan EKEN				
Name of Lecturer(s)	Assist.Prof. Doğa ÇÖL				
Assistant(s)					
Aim	The aim of this course is to teach the basic concepts of mobile app design. The course is focused on mobile-hybrid design without being platform-based. In this manner, applicable HTML5 and CSS3 are also taught along with app design. Hence, the student can design apps that can run on any platform. Throughout the course there will be examples and practical applications given to students.				
Course Content	This course contains; UNDERSTANDING MOBILE CONTENT,RULES OF MOBILE APPLICATION DEVELOPMENT,MOBILE EMULATORS AND SIMULATORS,PRACTICE,APPLICATION DEVELOPMENT ENVIRONMENT,MOBILE SUITABLE DESIGNS,MOBILE PERCEPTION AND APIS,NATURAL LOOK AND DEVICE FEATURES,PRACTICE,INTRO TO JQuery MOBILE,CONVERTING YOUR APP INTO NATIVE WITH PhoneGab,PRACTICE,PRACTICE,PRACTICE.				
Course Learning Outcomes			Teaching Methods	Assessment Methods	
Designs a mobile application.			12, 14, 2	D, E, F	
Apply the fundamentals of mobile application design.			13, 14, 8, 9	E, F	
Master the mobile application development process.			12, 14, 16, 2, 6, 8, 9	A, E, F	
Follows current trends in mobile application design and develops the ability to adapt to new technologies in the industry.			11, 2, 9	A, E	
Creates interactive and user-friendly experiences with user-oriented approaches.			11, 9	A, E	
Teaching Methods	11: Demonstration Method, 12: Problem Solving Method, 13: Case Study Method, 14: Self Study Method, 16: Question - Answer Technique, 2: Project Based Learning Model, 6: Experiential Learning, 8: Flipped Classroom Learning, 9: Lecture Method				
Assessment Methods	A: Traditional Written Exam, D: Oral Exam, E: Homework, F: Project Task				
Lecture Schedule					
Sequence	Topics	Preliminary Preparation			
1	UNDERSTANDING MOBILE CONTENT				
2	RULES OF MOBILE APPLICATION DEVELOPMENT	Reading the relevant section of the given source			
3	MOBILE EMULATORS AND SIMULATORS	Reading the relevant section of the given source			
4	PRACTICE	Watching the relevant part of the given resource			
5	APPLICATION DEVELOPMENT ENVIRONMENT	Watching the relevant part of the given resource			
6	MOBILE SUITABLE DESIGNS	Watching the relevant part of the given resource			
7	MOBILE PERCEPTION AND APIS	Reading the relevant section of the given source			
8	NATURAL LOOK AND DEVICE FEATURES	Reading the relevant section of the given source			
9	PRACTICE	Watching the relevant part of the given resource			
10	INTRO TO JQuery MOBILE	Watching the relevant part of the given resource			
11	CONVERTING YOUR APP INTO NATIVE WITH PhoneGab	Watching the relevant part of the given resource			
12	PRACTICE	Homework			
13	PRACTICE	Homework			
14	PRACTICE	Final project first draft			
Evaluation Methods		Weight(%)			
Midterm Exam		40			
General Exam		60			

Resources
Zafer Demirkol - XML (eXtensible Markup Language) publication date Jan 4, 2002 Pusula Yayıncılık Zafer Demirkol – ASP.NET https://www.youtube.com/@JesseShowalter https://www.youtube.com/@PaytonClarkSmith