

Tamkang University Academic Year 111, 1st Semester Course Syllabus

Course Title	MOBILE DEVICE PROGRAMMING	Instructor	HSUAN-PU CHANG
Course Class	TABXB3P DEPARTMENT OF INFORMATION AND LIBRARY SCIENCE, 3P	Details	<ul style="list-style-type: none"> ◆ General Course ◆ Selective ◆ One Semester
Relevance to SDGs	SDG4 Quality education		
Departmental Aim of Education			
Our mission is to educate and train library and information professionals.			
Subject Departmental core competences			
<ul style="list-style-type: none"> A. To understand concepts relating to library and information science and to grasp the relevant trends.(ratio:5.00) B. To acquire professional abilities to develop, organize, preserve and integrate all sorts of information resources.(ratio:5.00) C. To understand concepts relating to information technology and systems, and be able to put them in use.(ratio:65.00) D. To acquire communication and coordination skills required for the information services. (ratio:5.00) E. To acquire management skills required by different types of libraries and information organizations.(ratio:5.00) F. To acquire professional skills to manage electronic documents and archives.(ratio:5.00) G. To acquire integration ability of library services and traditional publishing.(ratio:5.00) H. To acquire integration ability of library services and digital publishing.(ratio:5.00) 			
Subject Schoolwide essential virtues			
<ul style="list-style-type: none"> 1. A global perspective. (ratio:10.00) 2. Information literacy. (ratio:30.00) 3. A vision for the future. (ratio:5.00) 4. Moral integrity. (ratio:10.00) 5. Independent thinking. (ratio:30.00) 6. A cheerful attitude and healthy lifestyle. (ratio:5.00) 			

7. A spirit of teamwork and dedication. (ratio:5.00)

8. A sense of aesthetic appreciation. (ratio:5.00)

Course Introduction

This course has three main parts to introduce. First, the comprehensive guide of app making process. Second, the concept of user interface designing with powerful prototyping tools. Third, basic apps implementation.

This course is suited for

- Students who are interested in mobile apps and websites UI and UX design
- Students who are interested in hands-on learning and writing their own solutions.
- Students who are interested in the latest developments in HTML, CSS, and JavaScript.

The correspondences between the course's instructional objectives and the cognitive, affective, and psychomotor objectives.

Differentiate the various objective methods among the cognitive, affective and psychomotor domains of the course's instructional objectives.

I. Cognitive : Emphasis upon the study of various kinds of knowledge in the cognition of the course's veracity, conception, procedures, outcomes, etc.

II.Affective : Emphasis upon the study of various kinds of knowledge in the course's appeal, morals, attitude, conviction, values, etc.

III.Psychomotor: Emphasis upon the study of the course's physical activity and technical manipulation.

No.	Teaching Objectives	objective methods
1	Knowing the app making procedure	Cognitive
2	Learn to design a mobile app interface using Figma or other tools	Psychomotor
3	Knowing the different ways to make APPs	Affective

The correspondences of teaching objectives : core competences, essential virtues, teaching methods, and assessment

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
1	ABC	123	Lecture, Discussion	Testing
2	DEF	456	Lecture, Discussion, Experience	Discussion(including classroom and online), Activity Participation
3	FGH	678	Practicum, Experience	Discussion(including classroom and online), Report(including oral and written)

Course Schedule

Week	Date	Course Contents	Note
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1	111/09/05 ~ 111/09/11	Introduction	
2	111/09/12 ~ 111/09/18	Getting Started: Make Your First APP	
3	111/09/19 ~ 111/09/25	How To Make An App for Beginners (1)	
4	111/09/26 ~ 111/10/02	How To Make An App for Beginners (2)	
5	111/10/03 ~ 111/10/09	Make Design Mockups of Your App	
6	111/10/10 ~ 111/10/16	Introduction to UI/UX tools	
7	111/10/17 ~ 111/10/23	Introduction to UI/UX tools	
8	111/10/24 ~ 111/10/30	App Proposal Presentation (1)	
9	111/10/31 ~ 111/11/06	App Proposal Presentation (1)	
10	111/11/07 ~ 111/11/13	Midterm Exam Week	
11	111/11/14 ~ 111/11/20	APP Implementation	
12	111/11/21 ~ 111/11/27	APP Implementation	
13	111/11/28 ~ 111/12/04	APP Implementation	
14	111/12/05 ~ 111/12/11	Final Project Proposal	
15	111/12/12 ~ 111/12/18	Group Discussion	
16	111/12/19 ~ 111/12/25	Demonstration	
17	111/12/26 ~ 112/01/01	Demonstration	
18	112/01/02 ~ 112/01/08	Final Exam Week	
Requirement			
Teaching Facility		Computer, Projector	
Textbooks and Teaching Materials			
References		HTML, CSS skills are required.	

Number of Assignment(s)	(Filled in by assignment instructor only)
Grading Policy	<p>◆ Attendance : 25.0 % ◆ Mark of Usual : 25.0 % ◆ Midterm Exam : 25.0 %</p> <p>◆ Final Exam : 25.0 %</p> <p>◆ Other () : %</p>
Note	<p>This syllabus may be uploaded at the website of Course Syllabus Management System at http://info.ais.tku.edu.tw/csp or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at http://www.acad.tku.edu.tw/CS/main.php.</p> <p>※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.</p>