Tamkang University Academic Year 112, 1st Semester Course Syllabus

Course Title	MOBILE DEVICE PROGRAMMING	Instructor	HSUAN-PU CHANG
Course Class	TABXB3P DEPARTMENT OF INFORMATION AND LIBRARY SCIENCE, 3P	Details	◆ General Course ◆ Selective ◆ One Semester
Relevance to SDGs	SDG4 Quality education SDG9 Industry, Innovation, and Infrastructure		

Departmental Aim of Education

Our mission is to educate and train library and information professionals.

Subject Departmental core competences

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

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	The course is designed specifically for NON-STEM students without prior programing background. It aims to introduce the basic priniciples and techniques of mobile development that enalbe students to understand the process of mobile applications. The course will be presented in a practical and accessible manner, providing hand-on exercises to enpower students with development skills that can be applied in future study or professional endeavors.

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	Understand the Basics of Mobile Device Development	Cognitive
2	User interface design for mobile APPs	Psychomotor
3	Mobile App development tools and technologies	Affective

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

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment
1	ABCEFGH	12345	Lecture, Discussion	Testing, Report(including oral and written)
2	CDE	45678	Lecture, Discussion, Experience	Study Assignments, Discussion(including classroom and online), Activity Participation
3	BCD	456	Practicum, Experience	Discussion(including classroom and online), Report(including oral and written)

Course Schedule			
Week	Date	Course Contents	Note
1	112/09/11 ~ 112/09/17	Course Introduction	
2	112/09/18 ~ 112/09/24	I. Introduction to Mobile Device Design	
3	112/09/25 ~ 112/10/01	Overview of Mobile Applications(2)	
4	112/10/02 ~ 112/10/08	Mobile User Interface Design(1)	
5	112/10/09 ~ 112/10/15	Mobile User Interface Design(2)	
6	112/10/16 ~ 112/10/22	Mobile UI/UX implementation(1)	
7	112/10/23 ~ 112/10/29	Mobile UI/UX implementation(2)	
8	112/10/30 ~ 112/11/05	Publishing and Share Mobile UI/UX(1)	
9	112/11/06 ~ 112/11/12	Publishing and Share Mobile UI/UX(2)	
10	112/11/13 ~ 112/11/19	Midterm	
11	112/11/20 ~ 112/11/26	Getting Started with Mobile Application Development(1)	
12	112/11/27 ~ 112/12/03	Developing Mobile APPs with Tools and Framework(1)	
13	112/12/04 ~ 112/12/10	Developing Mobile APPs with Tools and Framework(2)	
14	112/12/11 ~ 112/12/17	Final Project Proposal	
15	112/12/18 ~ 112/12/24	Group Discussion	
16	112/12/25 ~ 112/12/31	Publishing and Share the developed APPs	
17	113/01/01 ~ 113/01/07	Flex week	
18	113/01/08 ~ 113/01/14	Flex week	

Key capabilities	self-directed learning Information Technology Problem solving
Interdisciplinary	STEAM course (S:Science, T:Technology, E:Engineering, M:Math, A field:Integration of Art and Humanist) Competency-based education 'competency exploration' sustained competency or global issues STEEP (Society, Technology, Economy, Environment, and Politics)

Distinctive teaching	USR curriculum Project implementation course Special/Problem-Based(PBL) Courses
Course Content	Computer programming or Computer language (students have hands-on experience in related projects) Logical Thinking
Requirement	
Textbooks and Teaching Materials	Self-made teaching materials:Presentations, Videos Using teaching materials from other writers:Presentations, Videos
Grading Policy	◆ Attendance： 10.0 % ◆ Mark of Usual：40.0 % ◆ Midterm Exam： % ◆ Final Exam： 40.0 % ◆ Other〈Extra credit〉：10.0 %
Note	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 . **※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.**