Tamkang University Academic Year 113, 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 CourseSelectiveOne Semester2 Credits
Relevance to SDGs	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 principles and techniques of mobile development that enable students to understand the process of mobile applications. The course will be presented in a practical and accessible manner, providing hand-on exercises to empower 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	АВ	123	Lecture, Discussion	Testing, Report(including oral and written)
2	CDE	456	Lecture, Discussion, Experience	Study Assignments, Discussion(including classroom and online), Activity Participation
3	FGH	678	Practicum, Experience	Discussion(including classroom and online), Report(including oral and written)

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	Date	Course Contents	Note		
1	113/09/09 ~ 113/09/15	Course Introduction			
2	113/09/16 ~ 113/09/22	Introduction to Mobile Device Design			
3	113/09/23 ~ 113/09/29	Overview of Mobile Applications			
4	113/09/30 ~ 113/10/06	Mobile User Interface Design(1)			
5 I	113/10/07 ~ 113/10/13	Mobile User Interface Design(2)			
6 I	113/10/14 ~ 113/10/20	Mobile UI/UX implementation(1)			
7 I	113/10/21 ~ 113/10/27	Mobile UI/UX implementation(2)			
8	113/10/28 ~ 113/11/03	Publishing and Share Mobile UI/UX(1)			
9	113/11/04 ~ 113/11/10	Midterm Exam/Midterm Assessment Week (teachers can adjust the week as needed)			
.0	113/11/11 ~ 113/11/17	Review			
.1	113/11/18 ~ 113/11/24	Introduction of Integrated Development Environment(IDE)			
.2	113/11/25 ~ 113/12/01	Developing Mobile APPs with Tools and Framework(1)			
.3	113/12/02 ~ 113/12/08	Developing Mobile APPs with Tools and Framework(2)			
.4	113/12/09 ~ 113/12/15	Project Proposal			
.5 I	113/12/16~ 113/12/22 Group Discussion				
.6 I	113/12/23 ~ 113/12/29	Publishing and Sharing			
.7 I	113/12/30 ~ 114/01/05	Final Exam/Final Assessment Week (teachers can adjust the week as needed)			
.8	114/01/06 ~ 114/01/12	Flexible Teaching Week: Generally, no in-person classes; teachers may arrange teaching activities or final assessments, among other options.			
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: 20.0 %	
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.	

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