

## WEBD2120 - Mobile Applications

Credits:	3 (1/2/0)
Description:	This course teaches application development for mobile operating systems and the Web. Focus will be on the creation of Web and platform-specific mobile applications. User experience design, user interface design, data access and Internet connectivity will be employed to create effective mobile applications.
Prerequisites:	<ul style="list-style-type: none"> <li>• WEBD2020</li> </ul>
Corequisites:	
Pre/Corequisites*:	
Competencies:	<ol style="list-style-type: none"> <li>1. Identify similarities and differences between Web and mobile application development.</li> <li>2. Identify strengths and weaknesses of various platforms.</li> <li>3. Accurately assess end user requirements.</li> <li>4. Identify the process for deployment of mobile applications.</li> <li>5. Develop effective user interfaces for mobile devices.</li> <li>6. Create low-fidelity prototypes to test design concepts.</li> <li>7. Create high-fidelity prototypes to test application implementation.</li> <li>8. Design, develop and deploy an application to fulfill end user needs.</li> <li>9. Demonstrate effective use of mobile technologies to build mobile applications.</li> </ol>
MnTC goal areas:	None

\*Can be taking as a Prerequisite or Corequisite.