

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"> • WEBD2020
Corequisites:	
Pre/Corequisites*:	
Competencies:	<ol style="list-style-type: none"> 1. Identify similarities and differences between Web and mobile application development. 2. Identify strengths and weaknesses of various platforms. 3. Accurately assess end user requirements. 4. Identify the process for deployment of mobile applications. 5. Develop effective user interfaces for mobile devices. 6. Create low-fidelity prototypes to test design concepts. 7. Create high-fidelity prototypes to test application implementation. 8. Design, develop and deploy an application to fulfill end user needs. 9. Demonstrate effective use of mobile technologies to build mobile applications.
MnTC goal areas:	None

**Can be taking as a Prerequisite or Corequisite.*