

## WEBD2120 - Mobile Applications

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| 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.