Subject code: IFI7110	Course title: Mobile Interactions	
3 ECTS	**Approximate amount of contact lessons and independent work:** 32 / 46	**Study semeste** A
Objective:	The purpose of the course is to provide: • An overview of the field of mobile technologies • How to establish an application concept • How to draw sketches • How to create mockups • How to make interactive prototypes Students are expected to work in teams and come up with a basic mobile application concept and a working prototype, which can be developed using either the native SDKs (Software Development Kit) or web technologies, such as HTML, CSS and Javascript.	
Course description: (incl. description of the content of independent work in accordance with the determined amount of independent work)	The course will cover the following set of topics: • The recent developments in the field of mobile devices and changes in hardware as well as software • Using concept mapping to establish application concepts and gather feedback of peers to improve the initial application concept • Choosing a technology to develop a mobile application • Drawing low-fidelity sketches of the application's user interface and linking them together in a state transition diagram • Drawing high-fidelity of the application's user interface and linking them together in a state transition diagram • Creating an interactive application prototype using HTML5 and CSS3 or native software development kits.	
Learning outcomes:	• The student is familiar with the strengths and weaknesses of mobile development. • The student is able to choose an appropriate platform and technology to develop a mobile application. • The student is able to design mobile applications and develop the most basic of them.	
Form of evaluation:	• Presenting a project plan of the application to be developed. Each team member should present their individual part. • Work in groups: application prototype. Both the design and the functionality of the prototype will be evaluated. • Seminar, where students are expected to describe their understanding of the topics covered in the course and will be asked additional questions on relating topics.	
Lecturers:	• Jaagup Kippar (primary) • Ilja Šmorgun (fellow)	
Title in English:	Mobile Interactions - Mobiilirakendused	
Prerequisite subjects:	-	

Compulsory literature:	• Ilya Shmorgun. Supporting Interaction Design Processes with Concept Mapping. Retrieved 06.09.2011 from http://www.cs.tlu.ee/teemaderegister/get_file.php?id=112&name=ilja_smorgun.pdf • Institute for Human and Machine Cognition. The Theory Underlying Concept Maps and How to Construct and Use Them. Retrieved 06.09.2011 from http://cmap.ihmc.us/Publications/ResearchPapers/TheoryCmaps/TheoryUnderlyingConceptMaps.htm	
Replacement literature:	It is not possible to finish the course only with replacement literature	
Requirements for participating in studies and taking exams/assessments	**Requirements for participating in studies:** The student has attended 75% of the contact lectures. **Requirements for taking an exam / assessment:** • The student has had a specific contribution to the team project and is able to describe his/her contribution. • The student has taken active participation in the seminar and has been able to take part in the discussions of the topics covered in the course.	
Requirements for independent work	The student is expected to work the majority of time on the team project independently in the group and contribute according to the role assigned by the team.	
Exam evaluation criteria or minimum level necessary to pass assessment	1.criterion Designing mobile applications A Student can design mobile applications as workgroup leader B Student can design mobile applications as workgroup member C Student can participate in some parts of mobile application designing D Student understand basic parts of designing E 2.criterion Developing mobile applications A Student can develop mobile applications as workgroup leader B Student can develop mobile applications as workgroup member C Student can participate in some parts of mobile application developing D Student understand basic parts of developing mobile applications	

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Additional information on course content, division of course by topics, incl. times of contact lessons taking place in the form of seminar. .	See below.	

Unit in charge of subject:	Institute of Informatics
Name of person compiling course programme:	Jaagup Kippar
Signature:	
Date:	07.09.2011

Course programme registered in the academic unit

Date	07.09.2011
Name of study assistant	Hanna-Liisa Pender
Signature	

Date	Time	Activity
Tue Sep 13	4:15pm - 7:45pm	• Establish the context • What to consider when designing mobile applications? • Describe the homework assignment • How to make concept maps to describe your application (example: a reminders app)? • Make teams
Tue Sep 27	4:15pm - 7:45pm	• Present initial application concept to other teams (target audience, what does the application do, w • iPhone development (iRadio example) • How to draw sketches? • How to make a state transition diagram from sketches?
Tue Oct 11	4:15pm - 7:45pm	• Designing mobile applications (Kadri-Ann Valgeväli) • Present initial sketches of the application interface • How to convert sketches into mockups? • How to make a state transition diagram from mockups?
Tue Oct 25	4:15pm - 7:45pm	• Present mockups of the application interface • Mobile applications with J2ME
Tue Nov 8	4:15pm - 7:45pm	• Windows Phone capabilties and development • Choosing a technology to develop the prototype (HTML, Java, Objective-C)
Tue Nov 22	4:15pm - 7:45pm	Help with development related questions
Tue Dec 6	4:15pm - 7:45pm	• Presenting homework assignments • Seminar

		• Assessment