Syllabus: APPLICATION OF MOBILE TECHNOLOGIES

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Virtual Office Hours by appointment via Skype

Course description

Mobile phones are most widespread piece of technology (more than 75% of world has access to them). People are using them 24/7 and more and more are using *smartphones*. Media companies are expanding their business in area of mobile devices & apps. Leading operating system is Android (Android has a heady 82,8 percent of world *smartphone* market share).

In this course, students will review developments of mobile devices and learn how to use these tools in the creation and distribution of news. Furthermore, students will learn how to put together android app and build news business around it.

Student goals for the course:

Students who finish Mobile Media and App course should be able to:

- Use mobile phones for shooting, editing and reporting
- Understand how mobile phones are transforming the media business
- Have working knowledge of MIT App Inventor 2
- Produce simple apps for Android platform
- Understand mobile business and business models,
- Be beginner entrepreneurs in mobile industry.

The course is taught 100% online, with a mixture of readings, tutorials, discussions, and exercises. The online lectures and tutorials are intended to promote general knowledge of multimedia practices and tools. The discussions and exercises are to reinforce concepts presented and to test your ability to apply the concepts to actual problems. All course sessions,

office hours and other material will be available to you online only-- there are no class meetings or proctored exams for this course.

Prerequisites

Computer and operating system: Macintosh (with Intel processor): Mac OS X 10.5 or higher; Windows: Windows XP, Windows Vista, Windows 7; GNU/Linux: Ubuntu 8 or higher, Debian 5 or higher

Smatrphone which can record audio clips, shoot videos and capture photos.

Outline

Modules will be released weekly, including discussions or assignments within the appropriate learning modules. In order to give you a sense of what you will be learning in this course, here is a list of modules with general information about each:

- Intro to cellphones, smartphones and tablets
- Mobile media and news industry
- Mobile newsgathering
- Introduction to MIT App inventor 2
- My first app / Media
- Game apps
- Geo location apps
- User-generated apps
- Web enabled apps
- Debugging
- Usability of apps
- Planning and designing apps
- Packaging and publishing on Google Play
- Future

Assignments and grading:

Course Points

The course consists of 14 modules, each on a different topic. Each module contains some combination of discussions and assignments, all of which must be completed by the due date for the entire module.

Discussion	30 points each, 6 in all, will drop the lowest	150 points

Assignment	50 points each, 11 in all, will drop the two lowest	450 points
TOTAL POINTS:	**600 points**	

Grading Individual Assignments

We will grade the discussion posts based on the thoroughness and thoughtfulness of your responses. Remember to keep within any word limits given in the individual discussion assignments.

The instructor will grade your lab assignments. Remember that this is a large course and some of the labs will take quite a while to grade. I will try my best to have assignments graded within one week of submission, but I cannot guarantee this. DO NOT send me e-mails asking when a grade will be posted-- it will only annoy me! Please help keep your instructors happy and sane... it benefits everyone!

Working Together

You are welcome to work with a group of friends or colleagues on your discussions, and assignments for this class. In fact, you will probably find it both enjoyable and productive to do so. Keep in mind, however, that everyone must do original work for the course. There will be no sharing of media files! Feel free to use the Water Cooler discussion board to find study buddies, arrange group study sessions, and more.

Final Course Grades

You can calculate your grade at any time in the course by adding up the points you have already received and calculating what percentage of possible points it is. For your final grade, I will drop the lowest discussion and the two lowest assignment grades, and calculate the total points received. Final grades will be determined as follows:

A	94-100%	564 - 600 points
A-	90-93.99%	540 - 563 points
B+	86-89.99%	516 - 539 points
B	83-85.99%	498 - 515 points
B-	80-82.99%	480 - 497 points
C+	76-79.99%	456 - 479 points
C	73-75.99%	438 - 455 points
C-	70-72.99%	420 - 437 points
D+	66-69.99%	396 - 419 points
D	63-65.99%	378 - 395 points
D-	60-62.99%	360 - 377 points
E	59.99% or below	359 points or less

Critical dates

Module	Released at 5 PM	Assignments due by 11:55 PM	List of Assignments
Course Handbook	8/20/2018	-	-
Module 1	8/27/2018	9/4/2018	Practice Discussion, Lab 1: Codes
Module 2	9/4/2018	9/10/2018	Lab 2: News Apps; Discussion 1: Going mobile
Module 3	9/10/2018	9/17/2018	Lab 3: Video; Discussion 2: Reporting Apps
Module 4	9/17/2018	9/24/2018	Lab 4: MIT App Inventor 2
Module 5	9/24/2018	10/1/2018	Lab 5: Personalizing App
Module 6	10/1/2018	10/8/2018	Lab 6: Game App
Module 7	10/8/2018	10/15/2018	Lab 7: Map App
Module 8	10/15/2018	10/22/2018	Lab 8: Camera App
Module 9	10/22/2018	10/29/2018	Lab 9: Web data App
Module 10	10/29/2018	11/5/2018	Discussion 3: Debugging
Module 11	11/5/2018	11/13/2018	Discussion 4: Usability
Module 12	11/13/2018	11/19/2018	Lab 10: Wireframe; Discussion 5: Planning
Module 13	11/19/2018	11/29/2018	Lab 11: Application Information
Module 14	11/19/2018	11/29/2018	Discussion 6: Future

Information on current UF grading policies for assigning grade points.
https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx

The Honor Code

By enrolling in this course student agree to follow the UF Honor Code:
We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment."

For more information, please see the Student Honor Code.
http://www.dso.ufl.edu/judicial/honorcode.php

Students with Disabilities

If you are a student with a disability and would like to request disability-related accommodations, you are encouraged to contact the Disability Resource Center as early in the semester as possible. The Disability Resource Center is located in 001 Building 0020 (Reid Hall). Their phone number is 392-8565.

Once you have a Letter of Accommodation, please make an appointment with me (by sending an e-mail through the E-Learning Mail system) so that we can go over the letter and discuss your accommodations in the course.

Online evaluation

Students are expected to provide feedback on the quality of instruction in this course based on 10 criteria. These evaluations are conducted online at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results."