

Syllabus: APPLICATION OF MOBILE TECHNOLOGIES

Fall 2025

Mato Brautovic, Ph.D.

Instructor

College of Journalism and Communication

University of Florida

mbrautovic@ufl.edu

Virtual office hours are available on Mondays and Tuesdays from 8:00 AM to 9:00 AM via Zoom. To ensure availability and receive the Zoom link, please notify the instructor at least two days in advance through the Canvas messaging system.

Course description

Mobile phones (smartphones) are the most widespread and influential technology, with over 90% of the world's population having access to them. They are indispensable for communication, entertainment and productivity. Media companies today are prioritizing mobile-first strategies and apps, with Android being the leading operating system. This course explores the evolution of mobile devices and their impact on media. Students will develop Android apps and learn strategies for building sustainable mobile media businesses.

Note: The MIT App Inventor companion app for iOS is now generally available on the Apple App Store.

Student goals for the course:

Students who finish Application of Mobile Technologies 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 the 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; *Smartphone* 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 cell phones, 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 market
- 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 (excluding missed assignments)	150 points
------------	---	------------

Assignment	50 points each, 11 in all, will drop the two lowest (excluding missed assignments)	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	8/18/2025	-	-
Module 1	8/25/2025	9/2/2025	Practice Discussion, Lab 1: Codes
Module 2	9/2/2025	9/8/2025	Lab 2: News Apps; Discussion 1: Going mobile
Module 3	9/8/2025	9/15/2025	Lab 3: Video; Discussion 2: Reporting Apps
Module 4	9/15/2025	9/22/2025	Lab 4: MIT App Inventor 2
Module 5	9/22/2025	9/29/2025	Lab 5: Personalizing App
Module 6	9/29/2025	10/6/2025	Lab 6: Game App
Module 7	10/6/2025	10/13/2025	Lab 7: Map App
Module 8	10/13/2025	10/20/2025	Lab 8: Camera App
Module 9	10/20/2025	10/27/2025	Lab 9: Web data App
Module 10	10/27/2025	11/3/2025	Discussion 3: Debugging
Module 11	11/3/2025	11/10/2025	Discussion 4: Usability
Module 12	11/10/2025	11/17/2025	Lab 10: Wireframe; Discussion 5: Planning
Module 13	11/10/2025	12/1/2025	Lab 11: Application Information
Module 14	11/10/2025	12/3/2025	Discussion 6: Future

Academic Policies & Resources

Academic Policies

The detailed policies for this course are outlined in the Course Handbook. Requirements for make-up assignments and other coursework are consistent with university policies. For more information, please consult the UF Academic Regulations and Policies, specifically the University Attendance Policies available at: <https://catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/>

Students with disabilities who experience learning barriers and would like to request academic accommodations should contact the Disability Resource Center. Visit the “Get Started With the DRC” webpage to begin the process: <https://disability.ufl.edu/get-started/>

It is important for students to share their accommodation letter with the instructor and discuss their access needs as early as possible in the semester.

Grading policies for this course are detailed in the Course Handbook and are aligned with the current UF grading policies. See more at: <https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/>

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online. Students can complete evaluations in the following ways:

- The email they receive from GatorEvals
- Their Canvas course menu under GatorEvals
- The central portal at: <https://my-ufl.bluera.com>

Guidance on how to provide constructive feedback is available at: <https://gatorevals.aa.ufl.edu/students/>

Students will be notified when the evaluation period opens. Summaries of course evaluation results are available at: <https://gatorevals.aa.ufl.edu/public-results/>

University Honesty Policy

UF students are bound by the Honor Pledge, which states:

“We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. 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.’”

The Student Conduct Code outlines behaviors that violate this policy and the possible sanctions. See more

at: <https://sccr.dso.ufl.edu/process/student-conduct-code/>

If you have any questions or concerns, please consult the instructor or teaching assistants (TAs) in this course.

Academic Resources:

- E-learning technical support: Contact the [UF Computing Help Desk](#) at [352-392-4357](tel:352-392-4357) or via e-mail at helpdesk@ufl.edu.
- [Career Connections Center](#): Reitz Union Suite 1300, [352-392-1601](tel:352-392-1601). Career assistance and counseling services.
- [Library Support](#): Various ways to receive assistance with respect to using the libraries or finding resources. Call [866-281-6309](tel:866-281-6309) or email ask@ufl.libanswers.com for more information.
- [Academic Resources](#): 1317 Turlington Hall, Call [352-392-2010](tel:352-392-2010), or to make a private appointment: [352-392-6420](tel:352-392-6420). Email contact: teaching-center@ufl.edu. General study skills and tutoring.
- [Writing Studio](#): Daytime (9:30am-3:30pm): 2215 Turlington Hall, [352-846-1138](tel:352-846-1138) | Evening (5:00pm-7:00pm): 1545 W University Avenue (Library West, Rm. 339). Help brainstorming, formatting, and writing papers.
- Academic Complaints: Office of the Ombuds; [Visit the Complaint Portal webpage for more information.](#)
- Enrollment Management Complaints (Registrar, Financial Aid, Admissions): [View the Student Complaint Procedure webpage for more information.](#)
- UF Student Success Initiative: Visit <https://studentsuccess.ufl.edu/> for resources that support your success as a UF student.

Campus Health and Wellness Resources:

- UF Whole Gator Resources: Visit <https://one.uf.edu/whole-gator/discover> for resources that are designed to help you thrive physically, mentally, and emotionally at UF.