**hCOURSE TITLE: ART40548 -** Creative Studio: Mobile Application Prototyping I

**COURSE DESCRIPTION:** This course is designed to help students continue and perfect their iOS and Android projects. Under the supervision of their course instructor student will start building art assets and coding framework for their application.

**Prerequisites:** None

**Instructor**: Kristian Secor (kdsecor@gmail.com)

**ONLINE SITE**: Course Website: [http://mm214.com/mad.html](http://coreyfayman.com/teaching/art40550)

**CLASSROOM LOCATION**: UC San Diego Extension, University City Center

6256 Greenwich Dr., San Diego, CA 92122

**SESSION/YEAR** Spring 2015

**CLASS HOURS:** Wednesday 5:30 to 9:30 p.m.

**Course Length:** 11 Weeks, 44 Hours, 4 Credits

**Course Competencies:** The goal of the course is to begin developing and implementing creative solutions to overcome technical and artistic challenges for mobile application prototypes.

**Required Texts:** Reading will be provided.

**Materials and Supplies:** Server Space (Shared Hosting is fine)

**Estimated Homework:** 4 Hours per week

**Technology Needed:** Mac Laptop Running Mountain Lion,..Any device running ios 6 for testing. Students must follow the DAC/CGD policies for equipment use.

**COURSE OUTLINE:**

Ibeacon

**Week 1: Topic: iCloud, Subclasses**

**Lab / In-class activity: Your projects from last quarter and how to fix ‘em. IOS Review , Topics that relate to unfinished projects, UIDocument Class, iCloud**

**Week 2: Lab / In-class activity: InApp Purchasing, passBook**

**Week 3: Lab / In-class activity: Sensing Orientation and Motion, Split View Controllers**

**Week 4: Lab / In-class activity: Touch/Multi-touch/Gesture Recognition**

**Animations/B2B**

**Week 5: Lab / In-class activity: Ibeacon, On to Android. Review Android Fragments, Action Bar. Explicit Intents, Interface Controls**

**Week 6: Lab / In-class activity: IOS App Due. On to Android. Review Android Fragments, Action Bar. Explicit Intents, Interface Controls, Graphics and Styling, Multiple Screens,**

**Week 7: Lab / In-class activity: Animations, Menus and Dialogues, Multitouch**

**Gesture Detector Class/Pinch recognition**

**Week 8: Lab / In-class activity: Media, Data Storage, Preferences and Local Storage, Tranitions**

**Week 9: Lab / In-class activity: Threads and Thread Handlers**

**Week 10: Lab / In-class activity: Cloud Storage Android Storage**

**Week 11: Lab / In-class activity: Android Final Project Due, Introducing Cordova**

**Media Management:** Keeping track of the files for a project is part of your responsibility for this class, just as it is in the professional world. Hard drives and computers fail with regularity, so be sure that any work you do is backed up somewhere safe. “I lost my project because my hard drive died and I forgot to back up” is not an acceptable excuse here any more than it is in the professional world.

**Project and Assignment Descriptions:** Student’s assignments will be tracked against their team’s production schedule identified in their Application Design Document.

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| --- | --- | --- |
| **Assignment** | **Points**  **Available** | **Percentage /**  **Final Grade** |
| IOS Final Project | 35 | 35 |
| Android Final Project | 35 | 35 |
| Homework | 20 | 20 |
| Participation/Attendance | 10 | 10 |
| **TOTAL** | **100** | **100** |

**Grading Scale:** Grades on individual assignments and for the course will be calculated as follows:

|  |  |  |
| --- | --- | --- |
|  | A 93 -100 % | A- 90 - 92 % |
| B+ 87 - 89 % | B 83 - 86 % | B- 80 - 82 % |
| C+ 77 - 79 % | C 73 - 76 % | C- 80 - 72 % |
| D+ 67 - 69 % | 65 - 66 % D- 63 - 66 % | F 0 - 62 % |

**Project Grading Rubric:**

|  |  |
| --- | --- |
| A | Student performs in an outstanding way. Student exhibits excellent achievement and craftsmanship in all work. Student exceeds the design criteria and challenges him/herself to seek fresh solutions to design problems. Student exhibits commitment to expanding ideas, vocabulary and performance. |
| B | Student performs beyond the requirement of the assignments. Student exhibits above average progress and craftsmanship. Student meets and exceeds the design criteria. Student exhibits above average interest in expanding ideas, vocabulary and performance. |
| C | Criteria of assignment are met, and all requirements are fulfilled. Student exhibits average progress and improvement. Student spends the minimum time and effort on the assignments. Student exhibits moderate interest in expanding ideas, vocabulary and performance. |
| D | Student performance is uneven, and requirements are partially fulfilled. Student exhibits minimal output and improvement in work. Student does not meet the design criteria in all assignments. Student exhibits minimal interest in expanding ideas, vocabulary and performance. Student's attendance, participation and class involvement is less than adequate. |
| F | Student fails to meet a minimum of performance levels. Student does not exhibit achievement, progress or adequate levels of craftsmanship in any assignment. Student work is consistently incomplete or unsuccessful. Student's attendance, participation and class involvement is inadequate |

**Rules & Common Sense:** You’re encouraged to explore creative options for your projects, but YOU MUST COMPLY WITH ANY AND ALL LAWS AND ORDINANCES. Be creative but use common sense.

**Academic Honesty Statement:** DAC/CGD considers academic honesty to be one of its highest values. Students are expected to maintain the highest standards of academic honesty while pursuing their studies. Academic dishonesty includes but is not limited to: plagiarism and cheating; misuse of academic resources or facilities; and misuse of computer software, data, equipment or networks. Please be prepared to show your work product on any project upon request.

**Late work Policy:** No late work will be accepted

**Attendance:** Students are expected to attend all classes on time as scheduled throughout the quarter.

**General Student Conduct:** We expect students to conduct themselves in a professional manner at all times. An integral part of a student’s career and professional development is the expectation that he/she will conduct themselves during the educational processes in the same manner as will be expected in an employment situation.