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# Syllabus

steven-king edited this page on Sep 10 · 4 revisions

This class will teach you how to think about mobile media products. You will learn to solve problems, design mobile user experiences, write the code to make it work and then deploy test and make it better!

## Concepts, Skills and Tools.

The class will be a mix of design and product development theories, UX (User Experience) thinking, information architecture, and code development using web technologies and PhoneGap. You will design and deploy both Android and iOS applications. The class time will be about 50% discussion and lecture and 50% application (doing). Some days that will be lecture then code. Other days that will be in-the-field learning from users and other days there will be a lot of technical lecture. The last couple of weeks of class will be spent developing your final project.

## Expectations

To get the most out of the class you should be comfortable writing code in HTML,CSS and some JavaScript and if you have worked with APIs that will be very helpful. If you do not know CSS and have never written any JavaScript this is not the class for you as I will be assuming you can build using web technologies the interface you design. If you passed J586 you are in good shape.

## Requirements

You will need to bring your personal laptop to class to work on your projects. We will also be using Adobe PhoneGap Build which is part of the the Creative Cloud.

## Attendance and Participation

Attendance is required, participation is expected and deadlines are absolute. Each student will be allowed one absence. After the first unexcused absence you will loose half a letter grade for each class missed.

Excused absences may include natural disasters, a death in the family, sickness, or approved official games for UNC athletes. They do not include non-emergency medical appointments or non-required academic or athletic events. If you must miss a class for

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any reason, talk to me individually ahead of time. If you miss a class, it is your responsibility to talk a classmate or me to get caught up.

**I START CLASS ON TIME. You should be here early, have your computer logged in and ready to go.**

All assignments are due on the specified dates and time. NO LATE ASSIGNMENTS WILL BE ACCEPTED unless special arrangements are made prior to the due date.

It is expected that each student in this course will conduct himself or herself within the guidelines of the UNC honor code. All academic work should be done with the high level of honesty and integrity this university demands.

Most class sessions will consist of lecture/demonstration and lab time, which is used to work on the current assignment. Students should plan on spending a generous amount of additional lab time outside of class to complete the assignments.

## Assessment

See [Grading and Assignments](#)

## Values and Competencies of this Course

- Understand concepts and apply theories in the use and presentation of images and information;
- Demonstrate an understanding of professional ethical principles and work ethically in pursuit of truth, accuracy, fairness and diversity;
- Think critically, creatively and independently;
- Apply tools and technologies appropriate for the communications professions in which they work.

## Academic Honesty

The Honor Code and the Campus Code, embodying the ideals of academic honesty, integrity and responsible citizenship, have for more than 100 years governed the performance of all academic work and student conduct at the University of North Carolina at Chapel Hill. Acceptance by a student of enrollment in the University presupposes a commitment to the principles embodied in those codes and a respect for this most significant University tradition. All academic work should be done with the high level of honesty and integrity this university demands. You can access more information about the UNC Honor Code at [studentconduct.unc.edu](http://studentconduct.unc.edu). If you have any questions about plagiarism when it comes to Web site coding, please ask.



