



COURSE OUTLINE: MAP105 - MOBILE WEB

Prepared: Joshua McColeman

Approved: Corey Meunier, Chair, Technology and Skilled Trades

Course Code: Title	MAP105: MOBILE WEB: CROSS-PLATFORM DEVELOPMENT
Program Number: Name	2191: MOBILE APPS DESIGN
Department:	COMPUTER STUDIES
Semesters/Terms:	19F
Course Description:	In this course, students will learn how to develop web-based apps that can be used across all platforms including the desktop and various mobile devices. This is an intensive study of front-end application technologies such as HTML5, CSS3, and JavaScript. This is a lab focused course where students should be prepared to write and submit code for review every week.
Total Credits:	4
Hours/Week:	4
Total Hours:	60
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
Vocational Learning Outcomes (VLO's) addressed in this course: Please refer to program web page for a complete listing of program outcomes where applicable.	2191 - MOBILE APPS DESIGN VLO 3 Develop application and user interfaces for various mobile platforms that leverage evolving mobile device capabilities. VLO 4 Design and evaluate new and existing websites to ensure mobile usability for various devices and platforms. VLO 5 Appraise technology criteria to create cross-platform applications built with rich-media, CSS and HTML-based technologies.
Essential Employability Skills (EES) addressed in this course:	EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. EES 3 Execute mathematical operations accurately. EES 4 Apply a systematic approach to solve problems. EES 5 Use a variety of thinking skills to anticipate and solve problems. EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others. EES 10 Manage the use of time and other resources to complete projects. EES 11 Take responsibility for ones own actions, decisions, and consequences.
Course Evaluation:	Passing Grade: 50%, D
Other Course Evaluation & Assessment Requirements:	The student must pass both the lab and test portions of the course. Attendance: Sault College is committed to student success. There is a direct correlation between academic performance and class attendance, therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies



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	arriving on time and remaining for the duration of the scheduled session. Absences due to medical or other unavoidable circumstances should be discussed with the instructor. Students are required to be in class on time and attendance will be taken within the first five minutes of class. Absentee reports will be discussed with each student during regular meetings with Faculty Advisors. Grade Definition Grade Point Equivalent A+ 90 - 100% 4.00 A 80 - 89% B 70 - 79% 3.00 C 60 - 69% 2.00 D 50 - 59% 1.00 F (Fail) 49% and below 0.00 CR (Credit) Credit for diploma requirements has been awarded. S Satisfactory achievement in field /clinical placement or non-graded subject area. U Unsatisfactory achievement in field/clinical placement or non-graded subject area. X A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course. NR Grade not reported to Registrar's office. W Student has withdrawn from the course without academic penalty
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Books and Required Resources:	Fundamentals of Web Development by Randy Connolly, Ricardo Hoar Publisher: Pearson Edition: 2 ISBN: 9780134481265
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Course Outcomes and Learning Objectives:	<table> <tr> <th>Course Outcome 1</th><th>Learning Objectives for Course Outcome 1</th></tr> <tr> <td>Introduction to HTML, HTML5 programming, HTML semantics.</td><td> 1.1 Describe the history of HTML and the benefits of the newest HTML standard. 1.2 Understand HTML5 syntax, components, and markup structure. 1.3 Describe why semantic structure is so important and how to apply the proper semantic structure. 1.4 Use HTML tables, forms and form controls. 1.5 Contrast between different media formats and their uses. 1.6 Understand how to improve the accessibility of your applications. </td></tr> <tr> <th>Course Outcome 2</th><th>Learning Objectives for Course Outcome 2</th></tr> <tr> <td>Introduction to CSS, CSS3 programming, CSS for device and browser integration.</td><td> 2.1 Describe the history of CSS and what is new in CSS3. 2.2 Understand the CSS3 building blocks, attributes, selectors, and the box model. 2.3 Define a style standard using CSS. 2.4 Use CSS for advanced purposes including responsive design and animation. 2.5 Explore CSS frameworks and their history. </td></tr> <tr> <th>Course Outcome 3</th><th>Learning Objectives for Course Outcome 3</th></tr> <tr> <td>Introduction to JavaScript, JavaScript programming, JavaScript for</td><td> 3.1 Describe the JavaScript language and environment. 3.2 Use conditional statements, loops, and functions to execute and organize code. </td></tr> </table>	Course Outcome 1	Learning Objectives for Course Outcome 1	Introduction to HTML, HTML5 programming, HTML semantics.	1.1 Describe the history of HTML and the benefits of the newest HTML standard. 1.2 Understand HTML5 syntax, components, and markup structure. 1.3 Describe why semantic structure is so important and how to apply the proper semantic structure. 1.4 Use HTML tables, forms and form controls. 1.5 Contrast between different media formats and their uses. 1.6 Understand how to improve the accessibility of your applications.	Course Outcome 2	Learning Objectives for Course Outcome 2	Introduction to CSS, CSS3 programming, CSS for device and browser integration.	2.1 Describe the history of CSS and what is new in CSS3. 2.2 Understand the CSS3 building blocks, attributes, selectors, and the box model. 2.3 Define a style standard using CSS. 2.4 Use CSS for advanced purposes including responsive design and animation. 2.5 Explore CSS frameworks and their history.	Course Outcome 3	Learning Objectives for Course Outcome 3	Introduction to JavaScript, JavaScript programming, JavaScript for	3.1 Describe the JavaScript language and environment. 3.2 Use conditional statements, loops, and functions to execute and organize code.
Course Outcome 1	Learning Objectives for Course Outcome 1												
Introduction to HTML, HTML5 programming, HTML semantics.	1.1 Describe the history of HTML and the benefits of the newest HTML standard. 1.2 Understand HTML5 syntax, components, and markup structure. 1.3 Describe why semantic structure is so important and how to apply the proper semantic structure. 1.4 Use HTML tables, forms and form controls. 1.5 Contrast between different media formats and their uses. 1.6 Understand how to improve the accessibility of your applications.												
Course Outcome 2	Learning Objectives for Course Outcome 2												
Introduction to CSS, CSS3 programming, CSS for device and browser integration.	2.1 Describe the history of CSS and what is new in CSS3. 2.2 Understand the CSS3 building blocks, attributes, selectors, and the box model. 2.3 Define a style standard using CSS. 2.4 Use CSS for advanced purposes including responsive design and animation. 2.5 Explore CSS frameworks and their history.												
Course Outcome 3	Learning Objectives for Course Outcome 3												
Introduction to JavaScript, JavaScript programming, JavaScript for	3.1 Describe the JavaScript language and environment. 3.2 Use conditional statements, loops, and functions to execute and organize code.												

	cross-platform development.	3.3 Understand what the Document Object Model (DOM) is and how to use it to manipulate content. 3.4 Describe JavaScript events and how to respond to them. 3.5 Implement asynchronous network communications. 3.6 Explore various JavaScript frameworks.
	Course Outcome 4	Learning Objectives for Course Outcome 4
	Cross-platform development tools, security and permissions, cross-platform hardware utilization.	4.1 Describe what cross-platform development is and the tools used to build cross-platform apps. 4.2 Understand security precautions and the necessary permissions of a cross-platform app. 4.3 Build a cross-platform app using a cross-platform development tool. 4.4 Describe how to integrate hardware in a cross-platform manner.

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Lab 1	3%
Lab 10	3%
Lab 2	3%
Lab 3	3%
Lab 4	3%
Lab 5	3%
Lab 6	3%
Lab 7	3%
Lab 8	3%
Lab 9	3%
Quiz 1	1%
Quiz 10	1%
Quiz 2	1%
Quiz 3	1%
Quiz 4	1%
Quiz 5	1%
Quiz 6	1%
Quiz 7	1%
Quiz 8	1%
Quiz 9	1%
Test 1	20%
Test 2	20%
Test 3	20%

Date: September 19, 2019



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Addendum:

Please refer to the course outline addendum on the Learning Management System for further information.

