



COURSE OUTLINE: MAP105 - MOBILE WEB

Prepared: Joshua McColeman

Approved: Corey Meunier, Chair, Technology and Skilled Trades

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| Course Code: Title | MAP105: MOBILE WEB: CROSS-PLATFORM DEVELOPMENT |
| Program Number: Name | 2191: MOBILE APPS DESIGN |
| Department: | COMPUTER STUDIES |
| Semesters/Terms: | 20F |
| 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: | <p>2191 - MOBILE APPS DESIGN</p> <p>VLO 3 Develop application and user interfaces for various mobile platforms that leverage evolving mobile device capabilities.</p> <p>VLO 4 Design and evaluate new and existing websites to ensure mobile usability for various devices and platforms.</p> <p>VLO 5 Appraise technology criteria to create cross-platform applications built with rich-media, CSS and HTML-based technologies.</p> |
| Please refer to program web page for a complete listing of program outcomes where applicable. | |
| Essential Employability Skills (EES) addressed in this course: | <p>EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication.</p> <p>EES 3 Execute mathematical operations accurately.</p> <p>EES 4 Apply a systematic approach to solve problems.</p> <p>EES 5 Use a variety of thinking skills to anticipate and solve problems.</p> <p>EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.</p> <p>EES 10 Manage the use of time and other resources to complete projects.</p> <p>EES 11 Take responsibility for ones own actions, decisions, and consequences.</p> |
| Course Evaluation: | <p>Passing Grade: 50%, D</p> <p>A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.</p> |
| Other Course Evaluation & | The student must pass both the lab and test portions of the course. |

In response to public health requirements pertaining to the COVID19 pandemic, course delivery and assessment traditionally delivered in-class, may occur remotely either in whole or in part in the 2020-2021 academic year.



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Assessment Requirements:**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 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

Books and Required Resources:

Fundamentals of Web Development by Randy Connolly, Ricardo Hoar

Publisher: Pearson Edition: 2

ISBN: 9780134481265

Course Outcomes and Learning Objectives:

| Course Outcome 1 | Learning Objectives for Course Outcome 1 |
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| 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 |

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| | | 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 cross-platform development. | 3.1 Describe the JavaScript language and environment. 3.2 Use conditional statements, loops, and functions to execute and organize code. 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 |
| Evaluation Process and Grading System: | 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 Type | Evaluation Weight |
| | Lab 1 | 6% |
| | Lab 2 | 6% |
| | Lab 3 | 6% |
| | Lab 4 | 6% |
| | Lab 5 | 6% |
| | Quiz 1 | 2% |
| | Quiz 2 | 2% |
| | Quiz 3 | 2% |
| | Quiz 4 | 2% |
| | Quiz 5 | 2% |
| | Test 1 | 20% |
| | Test 2 | 20% |
| | Test 3 | 20% |
| Date: | September 11, 2020 | |
| Addendum: | Please refer to the course outline addendum on the Learning Management System for further information. | |

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