

|                                |   |                                     |
|--------------------------------|---|-------------------------------------|
| Course Code                    | TKIT165221  |                                     |
| Course Name                    | Mobile Application Development  |                                     |
| Course Instructors             | Widyawan; Anugerah Galang Persada   |                                     |
| Course Type                    | Elective  |                                     |
| Course Classification          | Engineering Topics  |                                     |
| Credit / Contact Hour per Week | 3 / 150 minutes per Week  |                                     |
| Course Description             | This course taught about fundamental knowledge regarding to developing mobile applications.   |                                     |
| Prerequisites Courses          | -   |                                     |
| <b>Covered Student Outcome</b> | <b>Development of Engineering Solution (b)</b><br><b>Engineering Design (c)</b><br><b>Modern Tools Utilization (e)</b><br><b>Engineering Awareness and Society (j)</b>  |                                     |
| Learning Outcome               |   |                                     |
|                                |   | Study Program<br>Student Outcome    |
| No                             | Learning Outcome  | SO (a) – SO (k)                     |
| 1.                             | Students are able to know the various technologies of mobile devices in the context of the Internet of Things.  | Engineering Design                  |
| 2.                             | Students are able to understand and the concept of application development on mobile devices that have different technologi (platfom, operating system, programming language).  | Development of Engineering Solution |
| 3.                             | Students are able to master (programming, present and mendemokan) one or more software development tools on mobile devices.   | Modern Tools Utilization            |
| 4.                             | Students are able to know the business side of software development on mobile devices.  | Engineering Awareness and Society   |
| Topic                          | 1. Introduction<br>2. Mobile Trend<br>3. Programming Android<br>4. App Wirefram<br>5. Application Fundamental<br>6. Acitivity and Intent<br>7. App Iteraction<br>8. User Interface Classes<br>9. Sensor<br>10. Location and Map<br>11. Raising the Game |                                     |
| Direct Aessment                | <b>Direct Aessment Plan</b>   | <b>Measured Learning Outcome</b>    |
|                                | Mid Exam  | LO1, LO2                            |
|                                | Final Exam  | LO3, LO4                            |
| Indirect Assesment             | Questionnaire (EDOM)  |                                     |
| References                     | -   |                                     |