



Mike Ilitch
School of Business

COURSE: ISM 5670 – Special Topics in Information Systems: Mobile Application Development
CRN: 28163 SECTION: 001
Winter 2017

INSTRUCTOR: Richard Lerman, MBA, M.Ed.

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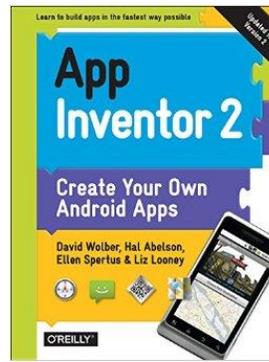
COURSE DATES: Jan 9 through April 24, 2017

ONLINE RESOURCE: Blackboard is used to store course presentations, resource material and for submission of assignments.

OFFICE HOURS: Before and after class; other times available by appointment

SYLLABUS CHANGES: *This schedule is subject to change and will be adapted to our active learning process. Students will be informed, prior to any changes.*

TEXTBOOK:



App Inventor 2, 2nd Edition
Daivd Wolber, Hal Abelson,
Ellen Spertus, and Liz
Looney, O'Reily Meida, Inc.,
2015
ISBN 9781491906842

E-LEARNING INFORMATION

This course includes online components. Therefore, you need access to the Internet and the following computer resources:

Hardware/Software

- Access to a computer with a CPU clock speed of at least 1.5GHz, and at least 2GB RAM
- Audio (Speaker) System
- A basic broadband Internet connection
- Microsoft Office (available for free to WSU students)
- An updated browser such as Firefox or Chrome (IE is not recommended for accessing Blackboard)
- A WSU Blackboard and e-Mail account
- Able to view online video content including YouTube videos and Adobe Flash
- Able to view PDF files

INTRODUCTION

It is estimated that 70% of the people in the world will have a smart phone (~6.1 billion) by 2020. An increasing number of employees and customers are expecting to interface with organizations using mobile technology. As organizations scramble to meet this demand, they are looking for employees with the right mix of technical skills, business knowhow, and creativity to bring compelling mobile applications to market. Mobile applications need to be intuitive, secure, and take advantage of the latest mobile hardware and wireless network technologies.

COURSE DESCRIPTION & OBJECTIVES

This course will establish a foundation for understanding the value of mobile applications in the enterprise, and how to design, create, and publish mobile applications for the Android OS using MIT's App Inventor. This tool allows you to quickly develop a mobile application using building blocks, so you can focus your energy on your design, and not on programming language syntax.

BLACKBOARD

Blackboard (Bb) is the main platform for all the activities in the course that happen outside of the classroom. The WSU Blackboard website (<https://blackboard.wayne.edu>) contains all information for the course, including presentations, assignments, and a summary of your grades. It is also important for you to visit the course site frequently for important announcements.

Periodically during class:

- Check on your progress: Throughout the course, I will post your grades on assignments using the Grade Book function on Blackboard (Course Tools → My Grades). You should check your grades and assess your progress in the class.

Your WSU email account is your email address for all official email communications for this course. You are expected to check Blackboard and your WSU email account on a frequent and consistent basis in order to stay current with course-related information.

Don't forget to download the Blackboard mobile app!

ASSIGNMENTS

The assignments are designed to help reinforce the topics discussed, and prepare you to make your own Android mobile applications.

► Mobile Application Assignments

We will complete 13 mobile application assignments.

We will work together during class to build each mobile application, and then I will assign an enhancement to the application that you will complete after class.

Assignments are due the night before the next class by 11:59pm.

Chapter	Mobile Application
1	HelloPurr
2	PaintPot
3	MoleMash
4	No Texting While Driving
5	Ladybug Chase
6	Paris Map Tour
7	Android, Where's My Car?
8	Presidents Quiz
9	Xylophone
10	MakeQuiz and TakeQuiz
11	Broadcast Hub
-	Basic Bluetooth Communications
13	Amazon at the Bookstore

► Mobile Application Research Assignment:

Choose a mobile application that has been developed by an organization for their employees or customers.

Develop a 5 minute presentation for the class where you will:

1. Introduce the organization
2. Introduce the application, its functionality and layout
3. Explain why the application provides the organization with a competitive advantage
4. Explain why you like this application
5. Provide at least one example of how you would make this application better

Presentations will be conducted during the 8th week of class

► Mobile Application Prototype Assignment (Final Assignment):

1. Come up with an original idea for a mobile application
2. Map out the layout and functionality of your mobile application
3. Develop a working prototype
4. Present your layout and working prototype to the class

Presentations will be conducted during finals week.

► MAKE-UP POLICY:

There will be no make-up assignments without prior written approval.

► COURSE POINTS:

Your performance in this course will be assessed as follows:

Assessment		Pts.
<i>Mobile Application Assignments</i>	13@ 4 points each	52
<i>Mobile Application Research Assignment</i>		15
<i>Mobile Application Prototype Assignment</i>		33
TOTAL		100

GRADING SCALE:

95.0 -100 = A
89.0 – 94.9 = A-
85.0 – 88.9 = B+
82.0 – 84.9 = B
78.0 – 81.9 = B-
75.0 – 77.9 = C+
70.0 – 74.9 = C
65.0 – 69.9 = C-
60.0 – 64.9 = D+
55.0 – 59.9 = D
below 55.0 = F

STATEMENT REGARDING PROFESSIONAL CONDUCT

Wayne State University students are expected to conduct themselves in a manner that is conducive to continued growth toward a business and/or professional career. Each student is expected to access the class content regularly, and stay up to date. All students are expected to act professionally and with a high degree of ethical conduct while applying themselves fully to the job of learning. All communications are expected to be conducted in a professional manner, whether written or oral.

It is the student's obligation to know and observe all University policies and procedures and to keep current by reading the materials posted on the Wayne State University website and in its printed policies and bulletins.

STATEMENT REGARDING ACADEMIC MISCONDUCT

Plagiarism, unauthorized collusion on examinations, theft, sale, purchase or other unauthorized procurement of examinations or essay material, use of unauthorized aids while taking an examination, having someone else take an exam in your place or submitting for credit any paper not written by the student, taking an exam for another student, copying of “do not copy” designated library materials, copying copyrighted software and destruction of equipment by introducing a computer virus and other similar actions are considered to be academic misconduct and unacceptable for students enrolled at Wayne State University.

STATEMENT REGARDING DIVERSITY

This course embraces the diversity of our students by providing an environment that is supportive, safe and welcoming. We will listen respectfully to a diversity of ideas, beliefs and cultures presented by the members of the class.

STATEMENT REGARDING STUDENT DISABILITY SERVICES

“If you have a documented disability that requires accommodations, you will need to register with Student Disability Services for coordination of your academic accommodations. The Student Disability Services (SDS) office is located at 1600 David Adamany Undergraduate Library in the Student Academic Success Services department. SDS telephone number is 313-577-1851 or 313-577-3365 (TTY: telecommunication device for the deaf; phone for hearing impaired students only). Once you have your accommodations in place, I (we) will be glad to meet with you privately during my (our) office hours to discuss your special needs.”

“Student Disability Services’ mission is to assist the university in creating an accessible community where students with disabilities have an equal opportunity to fully participate in their educational experience at Wayne State University.”

STATEMENT REGARDING RELIGIOUS OBSERVANCE POLICY

Because of the extraordinary variety of religious affiliations represented in the University student body and staff, the Wayne State University calendar makes no provision for religious holidays. It is University policy, however, to respect the faith and religious obligations of the individual. Students who find that their classes or examinations involve conflicts with their religious observances are expected to notify their instructors well in advance so that alternative arrangements as suitable as possible may be worked out.

CONCLUDING COMMENTS

This is an active learning class; we will perform a hands-on assignment during every class. Attending each class period is important because the information gained is used in future classes.

Effective communication is a key factor for a successful learning experience. Please feel free to contact me at any time with your questions and concerns. I check for messages multiple times each day throughout the semester. **Please make sure your add ISM 5670 Winter 2017 to the subject line of your email!** You should expect a reply within 48 hours. If I don't respond within 48 hours, that means I did NOT receive your email, so please resend you message. My email address is ad3722@wayne.edu. I look forward to working with you this semester and wish you all the best for an enjoyable learning experience.

WEEKLY TOPIC AND ASSIGNMENT SCHEDULE

Week	Date	Class Content	Mobile Application
1	1/10/2017	Review of syllabus, Chapter 14, Understanding App Architecture, Set up App Inventor	HelloPurr
2	1/17/2017	Chapter 15, Engineering and Debugging an App, Chapter 16, Programming your app's memory	PaintPot
3	1/24/2017	Chapter 17 Creating animated apps	MoleMash
4	1/31/2017	The role of wire framing, Intro to UI & UX	No Texting While Drivng
5	2/7/2017	Chapter 18 Programming your app to make decisions	Ladybug Chase
6	2/14/2017	Chapter 19 Programming lists of data	Paris Map Tour
7	2/21/2017	Chapter 22 Working with Databases	Android, Where's My Car?
8	2/28/2017	Presentations of existing app	
9	3/7/2017	Why Mobile?	Presidents Quiz
10	Spring Break	NO CLASS	
11	3/21/2017	Chapter 20 Repeating Blocks	Xylophone
12	3/28/2017	Chapter 21 Defining Procedures and Reusing Blocks	MakeQuiz and TakeQuiz
13	4/4/2017	Chapter 23 Reading and responding to sensors	Broadcast Hub
14	4/11/2017	Chapter 24 Communicating with the web	Basic Bluetooth communications
15	4/18/2017	Publishing your application	Amazon at the Bookstore
16	FINAL	Final prototype presentations	