



THE CYPRUS INTERNATIONAL INSTITUTE OF MANAGEMENT
COURSE UNIT DESCRIPTION

Course Unit Title	Mobile Application Development	
Course Unit Code	AT750	
Type of Unit	Core	
Level of Course Unit	Second cycle	
Year of Study	Modular	
Semester	On demand	
Number of ECTS Credits	6 ECTS	
Course Unit Objectives	The objective of this course is to teach the students about mobile app development in the Android and iOS platforms. After completion of this course, the students will know how to develop an app that can run in all devices.	
Class contact hours	28	
Minimum learning effort (in hours)	150	
Learning Outcomes	On completion of this course students are expected to:	
	CILO 1	Know the basics of the Android operating systems
	CILO 2	Understand the basics of the iOS operating system
	CILO 3	Understand the fundamentals of UX/UI in mobile app development
	CILO 4	Know how to use Java to develop android applications
	CILO 5	Know how to use Swift for iOS applications
Name of Lecturer(s)	George Christou	
Mode of delivery	Face to Face	
Prerequisites or corequisites	None	
Course Content	Introduction to Android	CILO 1
	Introduction to Java for Android	CILO 1,4
	Introduction to UX/UI for mobile apps	CILO 3
	Introduction to the Swift programming language for iOS	CILO 2,4
	Developing a cross-platform app	CILO 1,2,3,4,5
Recommended or required reading	<p><u>Textbooks:</u></p> <p>John Horton, Android Programming for Beginners: Learn all the Java and Android skills you need to start making powerful mobile applications, 2015, Packt Publishing</p> <p>Paris Buttfield-Addison, Jon Manning, Tim Nugent, Learning Swift: Building Apps for OS X and iOS, 2016</p> <p><u>Optional textbook:</u></p> <p>Young Rewired State, Duncan Beedie, Get Coding! Learn HTML, CSS, and JavaScript and Build a Website, App, and Game, Walker Books, 2016</p> <p><u>Articles & Journals:</u></p> <p><u>Online sources:</u></p> <p>https://developer.android.com/courses https://developer.apple.com/swift/</p>	
Planned learning activities and teaching methods	Lectures; in-class discussion and debates; in-class exercises; problem sets; team work; video case studies, team presentations, interactive online learning via Moodle (quizzes, assignments, forums)	
Assessment methods and criteria	10% participation, 90% individual assignment	
Language of Instruction	English	

Work Placement(s)	Not applicable
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