

IFSC 4399 – Mobile Web Development

Spring 2012 - Tuesday & Thursday
9:25 a.m. – 10:40 a.m.
EIT 220

Note: This syllabus is subject to modification by the instructor.

Class Information

Course Name: IFSC 4399 – Mobile Web Development
Instructor: Thomas Wallace | Office: EIT 545
Telephone: 501.804.6422 | Email: tswallace@ualr.edu
Office Hours: Tuesday / Thursday – 11:00a.m. – 1:00 p.m. | By Appointment

Additional Support

EIT Student Academic Services | Katie Young, EIT 117, kcyoung@ualr.edu

Course Materials

Text Book

Title: Responsive Web Design | Ethan Marcotte | A Book Apart

All additional required materials will be available via my website located at <http://ualr.edu/tswallace>

External USB Storage Device - 1GB Minimum

Course Overview

This course will take an in-depth look at modern web technologies used in the creation of standards-based web sites for use on standard and mobile devices. We will evaluate and test many approaches in an effort to establish maintainable work-flows and create highly usable sites using a “Mobile First” design philosophy. In addition, this course will explore various tools for testing, versioning and distributing project assets.

Course Requirements and Grades

10% - Participation & Self-Initiated Learning
30% - Homework Assignments
30% - Skill-Based Assessments (3 - HTML5, Advanced CSS, Applied JavaScript)
30% - Final Web Site Project

Attendance

Attendance is critical in mastering the course material. If you must miss class, please send an email to tswallace@ualr.edu **before class** begins explaining the reason for your absence. Excessive absences will negatively affect your class participation grade.

Grading Scale

90 — 100%	A
80 — 89%	B
70 — 79%	C
60 — 69%	D
BELOW 60%	F

Late Assignments

This is an upper-level course. Students are expected turn in all assignments on time. Failure to do so will result in reduced or no credit for the assignment. Only in the case of extenuating circumstances will an extension be granted.

Credit for Late Assignments

- **1st Offense** - Maximum 75% Credit if submitted with 24 hours of the due date.
- **2nd Offense** - Maximum 50% Credit if submitted with 24 hours of the due date.
- **3rd Offense** - No Credit

Statement for Students with Disabilities

Your success in this class is important to me, and it is the policy and practice of the University of Arkansas at Little Rock to create inclusive learning environments consistent with federal and state law. If you have a documented disability (or need to have a disability documented), and need an accommodation, please contact me privately as soon as possible, so that we can discuss with the Disability Resource Center (DRC) how to meet your specific needs and the requirements of the course. The DRC offers resources and coordinates reasonable accommodations for students with disabilities. Reasonable accommodations are established through an interactive process among you, your instructor(s) and the DRC. Thus, if you have a disability, please contact me and/or the DRC, at 501-569-3143 (V/TTY) or 501-683-7629 (VP). For more information, please visit the DRC website at www.ualr.edu/disability.

Schedule

Week 1 (1/17 - 1/19)

Course Introduction / Review - What you should know / Where have we been? Where are we going?

Week 2 (1/24 - 1/26)

The current state of mobile development / Underlying Technologies / Tools / Showcase

Week 3 (1/31 - 2/2)

HTML5 / Semantics / Usage / Progressive Enhancement

Week 4 (2/7 - 2/9)

HTML5 / APIs - Audio, Video, Geolocation

Week 5 (2/14 - 2/16)

Microformats / Special Link Types / Mobile Specific Meta Tags

Week 6 (2/21 - 2/23)

CSS3 / Media Queries / Breakpoints

Week 7 (2/28 - 3/1)

CSS3 / Transitions and Other Goodies

Week 8 (3/6 - 3/8)

Site Planning Wire-Framing / Prototyping

Week 9 (3/13 - 3/15)

Present Project Briefs

Week 10 (3/20 - 3/22)

Spring Break

Week 11 (3/27 - 3/29)

Mobile Frameworks / Designing with Grids

Week 12 (4/3 - 4/5)

Image Techniques for Mobile

Week 13 (4/10 - 4/12)

Mobile Javascript

Week 14 (4/17 - 4/19)

Optimization and Testing

Week 15 (4/24 - 4/26)

Versioning and Distribution

Week 16 (5/1 - 5/3)

Lab

Finals (5/8 - 5/18)