



Department of Information Science

IFSC 3342: Mobile Web Development

Section 01: TR 9:25AM -- 10:40AM in EIT218

Spring 2024

Mobile Web Development (01)

This course will take an in-depth look at modern web technologies used in the creation of standards-based websites for use on standard and mobile devices. We will evaluate and test many approaches in an effort to establish maintainable workflows 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.

Instructor Info

Name: Thomas Wallace

Email: tswallace@ualr.edu

Phone: 501-916-5230

Office Location: EIT 547

Office Hours: Your success in this course is important to me. I will be available to meet virtually at the following times: Monday/Wednesday - 9:00am-Noon | Tuesday/Thursday - 11:00am -Noon | Friday - 9:00am -Noon To schedule an appointment please email at tswallace@ualr.edu and I will send you a virtual meeting invitation.

Instructor Presence: All course content will be delivered during the scheduled classroom sessions by the Instructor, except in cases of a relevant guest speaker. Additional support is available via CSTEM Student Academic Services. To schedule a tutoring session visit <https://ualr.edu/cstem/students/tutor-request/>.

Course Description

Credit Hour(s): 3

Description: The course will be conducted as a seminar. Participation counts and may include small group presentations and exercises. A high level of student participation is required. Make sure that all assigned preparation and readings are done in advance and that you are ready to engage in full examination and discussion of topics. The instructor will not hesitate to call on students for questions and comments. It is, therefore, critical that reading assignments be completed before class in which they are addressed and reviewed.

Prerequisites: IFSC 1310 or instructor approval

Course Learning Objectives

Upon successful completion of this course, students will be able to:

- Students will learn key terminology and industry best practices related to responsive web design and development, site security, file management and site optimization.
- Students will be able to author valid HTML5 and CSS and augment behavior using JavaScript and DOM (Document Object Model).
- Students will be able to leverage responsive web frameworks to generate rapid prototypes of mobile web apps.
- Students will explore HTML5 native APIs, microdata, and grid-based design systems.
- Students will create an accessible, standards-based mobile web site using the appropriate techniques and deploy to a development environment.

Course Materials

Title: All required materials will be available via my website located at <http://thomaswallace.net>

Grading Scale

Your semester grade for this course will be determined based on the following scale:

- A = 90-100
- B = 80-89
- C = 70-79
- D = 60-69
- F = less than 60

A = excellent work; B = above average work; C = average work; D = below average; F = failing

Grading Criteria

Course Component	Percentage of Total Points
Participation & Self-Initiated Learning	10%
Homework Assignments	30%
Skill-Based Assessments	30%
Final Project and Presentation	30%

Learning Activities

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University Policies

Students with Disabilities

- <https://ualr.edu/policy/home/admin/non-discrimination/disabilities/>

Non-Discrimination Policy

- <https://ualr.edu/policy/home/admin/non-discrimination/>

Title IX and Harassment

- <https://ualr.edu/titleix/titleix/title-ix-the-basics/>

Inclement Weather Policy

- <https://ualr.edu/policy/home/admin/weather/>

Academic Integrity

- <https://ualr.edu/deanofstudents/academic-integrity/>

Disclosure of Instances of Sexual Misconduct

- <https://ualr.edu/policy/home/facstaff/title-ix/>

Withdrawal

- <https://ualr.edu/policy/home/student/withdrawal-from-ualr/>

Add/Drop

- <https://ualr.edu/records/2511-2/>

Incomplete

- <https://ualr.edu/records/grades/>

Grade Policies

- <https://ualr.edu/policy/home/facstaff/grades-and-grading-systems/>

Course Policies

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. Participation implies making comments, observations, and contributions and asking questions in the virtual and/or physical classroom. Excessive unexcused absences will negatively affect your participation grade. Due to COVID-19 content will be delivered in a hybrid format. All sessions will be offered online, with the understanding that there will be opportunities for face to face interaction as health safety permits. Students who wish to complete the entire course in an online environment due to health and safety concerns will be given the option to complete the course in its entirety online with instructor approval. We will be using Blackboard Collaborate for online class meetings and individual meeting requests will be handled via Google Meet. Students are expected to attend lectures online at the regularly scheduled times and participate throughout the duration of the session. If attendance on a particular day is not possible. Students should email the Instructor prior to class to make alternate plans for completion of that day's content.

Policy for Late/Missed Work

Students are expected to 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 within 24 hours of the due date.
- 2nd Offense - Maximum 50% Credit if submitted within 24 hours of the due date.
- 3rd Offense - No Credit

Academic Integrity

Plagiarism on any assignment will at a minimum result in 0 points for the assignment. We reserve the right to pursue further disciplinary action if appropriate (e.g. any student caught cheating on an assignment/assessment will receive an “F” for the course, and we may pursue action with the Committee on Academic Integrity). Plagiarism includes copying someone else’s work and claiming it as your own, or collaborating excessively with another person or persons and claiming the work as solely your own. It is strongly recommended that students maintain a record of the preparation of their major assignments.

Helpful University Resources

Blackboard Student Support

- <https://ualr.edu/blackboard/contact/>

Bookstore

- <https://ualr.bncollege.com/>

Care Team

- <https://ualr.edu/studentssuccess/care-team/>

Career Center

- <https://ualr.edu/careers/>

Child Care Connections

- <https://ualr.edu/studentssuccess/child-care-connections/>

Disabilities Resource Center

- <https://ualr.edu/disability/>

Communication Skill Center (CSC)

- <https://ualr.edu/appliedcomm/communication-skill-center-csc/>

Counseling

- <https://ualr.edu/counseling/>

Health Services

- <https://ualr.edu/health/>

Information Technology Services (ITS)

- <https://ualr.edu/itservices/welcome/>

Mathematics Assistance Center

- <https://ualr.edu/mathematics/mathematics-assistance-center/>

Military Student Success Center

- <https://ualr.edu/military/>

Office of Student Retention Initiatives (SRI)

- <https://ualr.edu/studentssuccess/academic-resources/coaching-and-student-support/>

Student Support Services (SSS)

- <https://ualr.edu/studentssupport/>

Trojan Tutoring (i.e. introductory-level courses only) via University Learning Commons

- <https://ualr.edu/studentssuccess/academic-resources/>

UA Little Rock Trojan Food Pantry

- <https://ualr.edu/foodpantry/>

University Writing Center (UWC)

- <https://ualr.edu/writingcenter/>

Ottenheimer Library

- <https://ualr.edu/library/>

Tentative Course Schedule

Week 1

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

Week 2

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

Week 3

HTML5 / Semantics / Usage / Progressive Enhancement

Week 4

HTML5 / APIs - Audio, Video, Geolocation

Week 5

Microformats & Data Schema / Special Link Types / Mobile Specific Meta Tags

Week 6

CSS3 / Media Queries / Breakpoints

Week 7

Mobile Frameworks / Designing with Grids

Week 8

Site Planning Wire-framing / Prototyping

Week 9

Present Project Briefs

Week 10

CSS3 / Transitions and Other Goodies

Week 11

Spring Break

Week 12

Image Techniques for Mobile

Week 13

Mobile Javascript

Week 14

Optimization and Testing

Week 15

Final