Course Description
This course will introduce students to user experience and human factors concepts related to mobile computing. Application of mobile computing to different domains such as consumer electronics, education, healthcare, and military will be covered. The course will also provide overview of several industry practices. Students will learn to use mobile application frameworks and development environments.

Offered both face-to-face and online
Graduate level – 3 credit hours

Course Learning Objectives
Students enrolled in this course will learn to:
- design for mobile environment.
- become comfortable in developing simple applications and interactions in Android mobile development environment.

Course Learning Outcomes
Upon successful completion of this course, students can:
- design for mobile environment.
- become comfortable in developing simple applications and interactions in Android mobile development environment.

Tentative Weekly Schedule

Week 1  Introduction to Mobile Human-Computer Interaction, Overview of Mobile technologies
Week 2  Understanding the user, Design elements – UX guidelines
Week 3  Design concepts, Apple Product Release
Week 4  Axure Wireframe Development
Week 5  Axure contd., Student Presentations
Week 6  MIT App Inventor – prototyping toolkit
Week 7  Android Design Guidelines
Week 8  Android Design Guidelines contd
Week 9  Paper Discussions - 1
Week 10  Sketch – prototyping toolkit
Week 11  Wearable computing
Week 12  Usability Testing, Student Presentations
Week 13  Make to Stick
Week 14  Paper discussions - 2, Special Topics
Week 15  Finals Week