Course title		Code	semester	T+U	credit	ECTS
Mobile Application Development 1			2	3+0	3	4

Prerequisite Courses	None
Language of the Course	English
Course Level	Undergraduate
Type of Course	Optional
Course Coordinator	
Instructors	
Course Assistants	
The aim of lesson	The aim of this course is to develop modern models for the application interface and use application control patterns during the mobile application development phase.
Course Content	Composition Patterns, Information Display, Visual Information Types, Information Classification, Control and Confirmation Models, Patterns for Revealing More Information, Lateral Access, Drill Patterns, Label and Display Patterns, Patterns for Information Control, Patterns for Text and Character Entry Controls, Patterns for General Interactive Controls, Input and Selection Patterns, Patterns for sound and vibration, Patterns for sound and vibration, Patterns for Displays, Lights and Sensors, Patterns for Displays, Lights and Sensors
Course Learning Outcomes	Students who successfully complete this course; 1. Mobile application interface design skills will be developed. 2. The use of application controls can be improved. 3. Application design patterns can be used.

Weeks	Topics
one	Composition Patterns (Scrolling, Announcer Line, Notification, Headers, Explainable Menu, Fixed Menu, Main Screen and Idle Screen, Looking Screen, Advertisement)
2	Displaying Information, Types of Visual Information, Classification of Information
3	Control and Approval Models
4	Patterns for Revealing More Information (Window Shadow, Pop-up, Hierarchical List, Returning result)
5	Lateral Access (Include Tabs, Peel Away, 3D Simulation effects, Pagination, Location)
6	Drill Patterns (Link, Button, Indicator, Icon, Item Stack, Annotation)
7	Label and Legend Patterns (Sequential Data, Tooltip, Avatar, Standby Indicator, Reload, Sync, Stop)
8	Patterns for Information Control (Zoom and Scaling, Skip Position, Search Within, Sort and Filter)
9	Patterns for Text and Character Input Controls (Keyboards and Keypads, Pen Input, Mode Switches, Input Method Indicator, Autocomplete and Prediction)
10	Patterns for General Interactive Controls
11th	Input and Selection Patterns
12	Patterns for sound and vibration
13	Patterns for sound and vibration
14	Molds for Displays, Lights and Sensors
15	Molds for Displays, Lights and Sensors

General Competencies
Ability to develop modern models for the application interface and use application control patterns during mobile application development.

resources

S. Hoober, "Designing Mobile Interfaces: Patterns for Interaction Design", 1E, OReilly, 2011, ISBN-10: 1449394639

Evaluation System

The dates, days and hours of the Midterm Exam, Quiz, Final Exam and Evaluations will be announced later, according to the decision of the Faculty Administrative Board.

	WITH PROGRAM LEARNING OUTCOMES COURSE LEARNING OUTCOMES RELATIONSHIP TABLE										
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
LO1	5	5	5	5	4	4	4	5	5	4	4
LO2	5	4	4	4	4	3	3	3	5	4	5
LO3	5	5	5	4	5	3	3	3	3	3	3
LO: Learning Outcomes OP: Program Outcomes											
Contri bution Level	1 Very Low		2 Low		3 Medium		4 High		5 Very High		

Relation of Program Outcomes and Related Course

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
Mobile Interface Development	5	5	5	4	5	3	4	4	3	4	3