California State University, San Marcos

**· AUTHORIZATION TO OFFER TOPICS COURSES FOR ACADEMIC CREDIT THROUGH EXTENDED STUDIES ·**

(Note: Extended Studies sections of topic classes for which the appropriate form E-T is not on file in the Office of Academic Programs will be removed from BANNER as periodic audits of course offerings are performed.)

Note: Any proposed topic can only be offered two times before being converted to a non-topics course. Academic Programs will assign the appropriate suffix and edit the topic description provided.

1. College of: **College of Business Administration**
2. Center/Program/Department: **Department of Information Systems & Operations Management**

3. Instructor: Yi Sun
   (If more than one instructor will be teaching the course, list full name of the “instructor of record.”)

4. Topic Abbreviation and Number: **MIS 482-2 Mobile Project Development**
5. Grading Method: Exam

6. Term: **Spring**  
7. Year: **2013**  
8. Variable Units*: **2**

9. Has this topic been offered previously?  
   _x_ Yes  
   ___ No
   If yes, indicate term(s)  
   **Spring**  
   **Year 2012**

10. Topic Title: **Mobile Project Development**

11. **Topic Description:**
   (Note: This part can be skipped if answer to part 9 is “yes.” (NOTE: Please provide detailed information about the topic. Please type. You may also attach the topic description on a separate sheet if you do not have enough space.)

   The emergence of a new generation of highly capable mobile devices and platforms such as the Apple iPhone and Google Android have opened up many business opportunities. This course will introduce students to the general concept of mobile application development environment. Students will learn to identify new business opportunities in mobile computing and study the process and guidelines to design and develop new mobile applications. They will also practice efficient teamwork and strong management in order to work successfully in a project environment and accomplish project objectives by explaining concepts and techniques. Coverage of the underlying theory will be coupled with hands-on exercise through the development of innovative solutions to practical problems by building mobile apps.

12. Does this topic have prerequisites? All business lower division classes

13. Does this topic have co-requisites? No.

14. Does the topic require consent for enrollment?  
   _x_ Yes  
   ___ No
   ___ Faculty  
   ___ Credential Analyst  
   ___ Dean  
   Program/Center/Department - Director/Chair

15. Is topic crosslisted?  
   _x_ Yes  
   ___ No  
   If yes, indicate which course____________ and obtain signature in #18.

16. What resources are needed to offer this topic (including technology)? Windows or Mac computer lab

17. Justification for offering this topic.  
   This course is part of the Information System Option Curriculum elective courses. It is a popular offering for many schools in the nation. This course is designed to prepare students to develop and manage business mobile projects.

* Enter units only if this is a variable-units topic course.
18. Does this topic impact any other disciplines? Note: This number can be skipped if answer to part 9 is “yes.”

___ Yes ___ No

If yes, obtain signature(s). Any objections should be stated in writing and attached to this form.

Discipline  Signature  Date  Support  Oppose

Discipline  Signature  Date  Support  Oppose

19. Location (if topic not offered at main campus)

20. Is this course being offered on-line? ____ Yes  ____ No

21. Is this a contract topic? ___ Yes  ____ No

22. Enrollment Limit ___ 30

23. Requested Bldg/Room ___________________________

Please call Extended Studies first to reserve the room.

Please note: A separate Form E-T must be submitted for each section offered.

SIGNATURES

1. Program/Center/Department – Director/Chair

2. College Dean (or Designee)

3. Dean of Extended Studies (or Designee)

4. Associate Vice President for Academic Affairs – Academic Programs

The academic credentials of the instructor listed above are known to the Program/Center/Department (either regular faculty, or adjunct faculty with a curriculum vitae on file in the Program/Center/Department Office). The instructor is qualified to deliver the topic as described in part 9 (or on a previous Form T or Form E-T in the case of a topic that has already been offered).

Completed form received in the Office of Extended Studies

For Academic Programs Use Only: _Printer_  Excel

Revised 6/10/05
Mobile Project Development

Spring 2012

Dr. Yi Sun
ysun@csusm.edu
(760) 750-4232
Office: Markstein Building 454

Suggested Textbook:


Course Description:
This course will introduce students to the general concept of mobile computing, mobile application development environment and management of mobile project. Students will study the process and guidelines to design and develop new mobile applications. They will practice efficient teamwork and strong management in order to work successfully in a project environment and accomplish project objectives by explaining concepts and techniques. A successful project requires efficient teamwork and strong management. This course provides students with skills to work successfully in a project environment and accomplish project objectives by explaining concepts and techniques. Real-world mobile computing projects are used to show how these techniques can be efficiently implemented in practice. Coverage of the underlying theory will be coupled with hands-on exercise through the development of innovative solutions to practical problems by building mobile applications.

Course Objectives:
On successful completion of this module, the student should be able to:

1. Familiarize themselves with current technology and business practices in mobile system management.
2. Analyze the requirements and the development workflow of mobile applications.
3. Understand and differentiate the phases of the project life cycle.
4. Identify needs and soliciting proposals and develop proposals for solving a problem or addressing a need.
5. Determine planning and scheduling of a project, and understand schedule control and resource incorporation.
6. Estimate project costs, develop project budget, analyze project cost performance and, forecast total cost at a project completion.

Grading Components and Letter Grades
Students’ final grades (100 base) is calculated as the sum of the following grades

- Class participation and preparation quizzes 10 points
- Test 1 25 points
- Test 2 25 points
- Group Project Report and Presentations 40 points

**100 points**

**Detailed Schedule**

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<th>Theory and Practice</th>
<th>Project Application</th>
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<tr>
<td>Course Overview</td>
<td>Mobile Project and Platform</td>
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<tr>
<td>The Organizational Context: Strategy, Structure, and Culture</td>
<td>Case study: How Mobile Application Used To Advance Business Goals</td>
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<td>Project Selection</td>
<td>How to select a Mobile Project</td>
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<td>Leadership and the Project Manager, Scope Management</td>
<td>Analyze the Scope of the Mobile Project</td>
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<td>Test 1</td>
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<td>Project Team Building</td>
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<td>Risk Management</td>
<td>Evaluate Cost and Budget of the Mobile Project</td>
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<tr>
<td>Cost Estimation and Budgeting</td>
<td>Estimate the cost of Mobile project</td>
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<td>System Analysis</td>
<td>Mobile Application Modeling Flow and Requirement</td>
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<td>System Design</td>
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<td>User Interface and Functionality</td>
<td>Continue: Mobile Application Flow and Requirement</td>
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<td>Scheduling</td>
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<td>Final exam week</td>
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