

COURSE OUTCOME MATRIX

COURSE SYLLABUS

PART 2 of 3

Course Number and Title	IT161 Cross-Platform Mobile Apps
-------------------------	----------------------------------

Credit Hours	3
--------------	---

Course Description	An introduction to writing cross-platform mobile web applications. Using a tool chain based on HTML5, CSS3, JavaScript, and a variety of supporting frameworks. Writing apps that are effectively designed both for desktop and mobile browsers, and which can be converted into native apps for Android, iOS, and Windows devices.
--------------------	---

Prerequisite(s) and/or Corequisite(s)	IT156
---	-------

Required Textbooks/References/Course Materials:
None.

General Education Outcomes	
1	Utilize written and verbal language to discuss and comprehend information, incorporating a variety of technologies, such as text, data, and images (written language, verbal language, and information technology).
2	Identify and interpret relevant information in order to formulate an opinion or conclusion (critical thinking).
3	Demonstrate and communicate computational methods and mathematical reasoning in a variety of formats (using words, tables, graphs, mathematical equations, etc., as appropriate) (quantitative literacy and fluency).
4	Communicate in appropriate ways with those who are culturally diverse (intercultural competence).

Program/Department Outcomes	
1	Discuss and evaluate potential technology related ethical dilemmas and apply decision-making techniques to resolve them.
2	Demonstrate proficiency in selecting, implementing, and operating information technology solutions to meet project requirements.
3	Apply essential IT support skills in order to install, configure, secure, and troubleshoot operating systems, programs, networks, and pc hardware.
4	Prepared to take and pass industry standard certification exams.
5	Develop the ability to use oral and written communication effectively with clients and other industry professionals.
6	Engage in teams to develop and/or implement IT-based project solutions.
7	
8	
9	
10	

	Course Outcomes (CO)	Bloom's Domain for CO (C, A, P), Category, and Level	Program/Department Outcome(s)	Written Language	Verbal Language	Information Technology	Critical Thinking	Quantitative Literacy and Fluency	Intercultural Competence
1	Compare and contrast mobile platforms, their tools, and the development process	C-Analyzing (4)	1,2,5	2	2	2	2	1	0
2	Install software development kits for each platform	C-Appling (3)	2,3	0	0	2	2	0	0
3	Comprehend the development cycle for mobile devices including building, testing, and deployment	C-Understanding (2)	1,2,3	2	2	2	2	0	0
4	Create apps for Apple iOS, Google Android, Firefox OS, and Windows Phone mobile devices	C-Creating (6)	2	1	2	2	2	0	0
5	Create cross-platform web applications for mobile devices using PhoneGap and Web Technologies	C-Creating (6)	1,2,3,5	2	2	2	2	0	0
6	Test projects in emulators and on real devices for each platform	C-Evaluating (5)	2,5	0	2	2	2	0	0
7									
8									
9									
10									

Bloom's Domain Legend

C = Cognitive
A = Affective
P = Psychomotor

General Education Outcome Legend

2 = Included and Measurable
1 = Introduced and/or Minimally Addressed and Not Measurable
0 = Not included

Approved: May 2021
Reviewed: November 11, 2021