

# IFSC 4399 – Mobile Web Development

Spring 2014 - Tuesday & Thursday  
9:25 a.m. – 10:40 a.m.  
EIT 219

**Note: This syllabus is subject to modification by the instructor.**

## Class Information

Course Name: IFSC 4399 – Mobile Web Development  
Instructor: Thomas Wallace | Office: EIT 547  
Telephone: 501.804.6422 | Email: [tswallace@ualr.edu](mailto:tswallace@ualr.edu)

Office Hours: Tuesday / Thursday – 11:00a.m. – 1:00 p.m. | By Appointment

## Additional Support

EIT Student Academic Services  
Jennifer Moody, EIT 117, [jlmoody@ualr.edu](mailto:jlmoody@ualr.edu)

## Course Materials

### Text Book

**Title:** Responsive Web Design | Ethan Marcotte | A Book Apart. All additional required materials will be available via my website located at <http://thomaswallace.net>

**External USB Storage Device** - 1GB Minimum

**Web Hosting** - [spoke.bluehost.com](http://spoke.bluehost.com)

## Course Overview

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

## Course Requirements and Grades

10% - Participation & Self-Initiated Learning  
30% - Homework Assignments  
30% - Skill-Based Assessments  
30% - Final Web Site Project

# Attendance

Attendance is critical in mastering the course material. If you must miss class, please send an email to [tswallace@ualr.edu](mailto:tswallace@ualr.edu) **before class** begins explaining the reason for your absence. Excessive absences will negatively affect your class participation grade.

# Grading Scale

90 — 100%	A
80 — 89%	B
70 — 79%	C
60 — 69%	D
BELOW 60%	F

# Late Assignments

This is an upper-level course. Students are expected 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 with 24 hours of the due date.
- **2nd Offense** - Maximum 50% Credit if submitted with 24 hours of the due date.
- **3rd Offense** - No Credit

## *Statement for Students with Disabilities*

Your success in this class is important to me, and it is the policy and practice of the University of Arkansas at Little Rock to create inclusive learning environments consistent with federal and state law. If you have a documented disability (or need to have a disability documented), and need an accommodation, please contact me privately as soon as possible, so that we can discuss with the Disability Resource Center (DRC) how to meet your specific needs and the requirements of the course. The DRC offers resources and coordinates reasonable accommodations for students with disabilities. Reasonable accommodations are established through an interactive process among you, your instructor(s) and the DRC. Thus, if you have a disability, please contact me and/or the DRC, at 501-569-3143 (V/TTY) or 501-683-7629 (VP). For more information, please visit the DRC website at [www.ualr.edu/disability](http://www.ualr.edu/disability).

# Schedule

## **Week 1 (1/14 - 1/16)**

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

## **Week 2 (1/21 - 1/23)**

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

## **Week 3 (1/28 - 1/30)**

*HTML5 / Semantics / Usage / Progressive Enhancement*

## **Week 4 (2/4 - 2/6)**

*HTML5 / APIs - Audio, Video, Geolocation*

## **Week 5 (2/11 - 2/13)**

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

## **Week 6 (2/18 - 2/20)**

*CSS3 / Media Queries / Breakpoints*

## **Week 7 (2/25 - 2/27)**

*Mobile Frameworks / Designing with Grids*

## **Week 8 (3/4 - 3/6)**

*Site Planning Wire-Framing / Prototyping*

## **Week 9 (3/11 - 3/13)**

*Present Project Briefs*

## **Week 10 (3/18 - 3/20)**

*CSS3 / Transitions and Other Goodies*

## **Week 11 (3/25 - 3/27)**

*Spring Break*

## **Week 12 (4/1 - 4/3)**

*Image Techniques for Mobile*

## **Week 13 (4/8- 4/10)**

*Mobile Javascript*

## **Week 14 (4/15 - 4/17)**

*Optimization and Testing*

## **Week 15 (4/22 - 4/24)**

*Versioning and Distribution*

## **Week 16 (4/29 -5/1)**

*Lab*

## **Final (5/13)**