

**EDTECH 534-4201**

**Mobile App Design for Teaching and Learning**

**SYLLABUS**



**Department of Educational Technology**

Boise State University

# 1 COURSE INFORMATION

## Instructor

**Yu-Chang Hsu, Ph.D.**

Office Hours

1-3pm MST, Tue.-Thurs. or by appointment

Room 328, College of Education

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Skype: EdtechHSU

## Course Description

“Leverage the potential of mobile technologies by exploring, analyzing, and designing mobile apps for use in various settings such as teaching, learning, and work.”

In this course, you will evaluate the strengths and weakness of different apps available on Google Play. You will then learn to design and develop mobile apps running on Android OS devices through hands-on activities and studying tutorials as well as web-based documentations, participating in online discussions, and sharing resources.

[There are no prerequisites for this course.]

## Course Location

This is an online course hosted on the Moodle course management system. The login page is located at:

<http://edtech.mrooms.org/login/index.php>



Android image source: <http://www.techdrivein.com/2010/06/15-beautiful-android-wallpapers-for.html>

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## OBJECTIVES & STANDARDS

### Course Objectives

After completing this course the student will be able to:

- Describe the strengths and weaknesses of different mobile app development platforms
- Explain mobile apps design with mobile interaction design principles
- Explain and critique the pedagogical values of one's mobile app design
- Create an app design proposal
- Develop app that can be used in their own authentic teaching or working contexts.
- Develop Android mobile apps for learning with App Inventor
- Present and promote the use of mobile apps they/their team developed
  - Pedagogical values
  - Work aid
- Develop a scenario of using your app for mobile learning

### Standards

The assignments in this course have been aligned to the *Standards for the Accreditation of School Media Specialist and Educational Technology Programs*:

<http://www.ncate.org/ProgramStandards/AECT/AECTstandardsREV2005.doc>

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# OBJECTIVES & STANDARDS

Standard	Assignment
<b>Standard 1: Content Knowledge</b>	
Creating	4,5,6,7,8,9
Using	2,3,4,9
Assessing/Evaluating	1,4,5,9
Managing	5
<b>Standard 2: Content Pedagogy</b>	
Creating	5,9
Using	5,9
Assessing/Evaluating	5,9
<b>Standard 3: Learning Environments</b>	
Creating	5,9
Using	5,9
Assessing/Evaluating	5,9
<b>Standard 4: Professional Knowledge and Skills</b>	
Collaborative Practice	5,8,9
Reflection on Practice	3,4,5,6,7,8,9
<b>Standard 5: Research</b>	
Assessing/Evaluating	5

## Technical Skills for Success

To be successful in this course, students must possess these minimum technical skills:

- Intermediate to advanced general computer knowledge
- Ability to communicate via email
- Internet navigation and research
- Use of online collaboration tools such as Google Docs, IM or Skype
- Use of Web 2.0 tools such as subscribing to RSS feed and Google Groups.

# 3 TEXTBOOK & TECHNOLOGY

## Required Text



David Wolber, Hal Abelson, Ellen Spertus, & Liz Looney (2014).  
**App Inventor 2: Create Your Own Android Apps** (2nd ed.).  
O'Reilly Media. ISBN: 1491906847.

Other web-based tutorials and documentations will be assigned in class.

### Please note:

This book has a web-based preview version online: <http://www.appinventor.org/book2>. However, I strongly recommend you purchase a copy of this book, either paper back or e-book version. You will find that handy and have a better reading/design experiences when building the mobile apps. The official published version will also have better layout and make it easier to reference (e.g., page, paragraphs etc.) than the web version when you have specific questions for the class/community.

The textbook may be ordered through one of the following options:

1. Option 1: Pre-order online at [www.amazon.com](http://www.amazon.com) or another online book retailer. You probably will get it in October 2014.
2. Option 2: Order it from the publisher at <http://shop.oreilly.com/product/0636920034056.do>. If you order a paper back version, the estimated delivery is October 2014 as well. If you buy the “Early Release Ebook”, you can download the e-book instantly after the purchase. You will get the final version and any potential updates as well.

## Technology Requirements/Recommendations for this Course

### ✓ Required:

- One mobile device running Android 2.3 or newer version of Android OS.
- Google account in order to register for Android App Inventor.
- High-speed or broadband Internet connection
- Updated Internet browser
- **Computer** [Chromebook is fine, but you can only use WIFI for connecting your Chromebook and the mobile device. You will not be able to install the App Inventor Setup software. The setup software: 1) includes the emulator that allows you to test phone call or texting features without a phone—in case your mobile device is a tablet.; 2) allows your computer to communicate with the mobile device when they are connected using a USB cable and to test your app-in-development in real-time.

### ✓ Recommended:

- At least two monitors

# 4 ASSIGNMENTS

## Assignments

Detailed information about assignments will be posted in Moodle. All assignments are listed on your course home page. Please check at least twice per week to read announcements since these can be posted at any time. Also, check your BSU email at least once per week for course related correspondence. The default email address in Moodle is your BSU email address.

For information about the BSU student email system (BroncoMail) please visit:

[http://helpdesk.boisestate.edu/students/broncomail/getting\\_started.shtml](http://helpdesk.boisestate.edu/students/broncomail/getting_started.shtml)

Course grade will be based on the completion and quality of the following:

Number	Major Assignment	Points
1	W1: Mobile Computing Discussion	25
2	W2: Mobile Apps Discussion	25
3	W3-12: App Design Journal (Blogging) (10 entries; 10 points each)	100
4	W3-10: App Design Practice and Discussion (8 apps; 50 points each) HelloPurr/PaintPot/MoleMash/NoTexting/ LadybugChase/ParisMapTour/FindMyCar/PresidentQuiz	400
5	<b>W11: Final Project (1) App Design Proposal</b>	<b>100</b>
6	<b>W12: Final Project (2) Interface and Component Design</b>	<b>50</b>
7	<b>W13: Final Project (3) Coding Behaviors in Block Editor</b>	<b>50</b>
8	<b>W15: Final Project (4) Revising and Debugging</b>	<b>50</b>
9	<b>W16: Final Project (5) Completed Working App</b>	<b>200</b>
	<b>Grand Total Points</b>	<b>1000</b>

# 5 GRADING

You can check your grades in Moodle to track your progress. Grades are updated as assignments are scored throughout the semester. Grades at the end of the course will be determined by the point scale shown in the table below.

<b>Point Scale for Final Grades</b>	
<b>Grade</b>	<b>Points Required</b>
A+	980-1000
A	940-970
A-	900-930
B+	870-890
B	840-860
B-	800-830
C+	770-790
C	740-760
C-	700-730
D+	670-690
D	640-660
D-	600-630
F	590-Below

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# ACADEMIC POLICIES

## Academic Honesty

It is expected that students in this class will create original works for each assignment. We will follow the BSU Student Code of Conduct and also observe U.S. copyright laws in this course. In addition to this please adhere to the following guidelines:

- Please do original work for each project. Projects that were created for other classes may not be submitted for credit in EDTECH 597. Each project may only be submitted for credit one time by the person who created it. The BSU Student Code of Conduct states: "Academic dishonesty also includes submitting substantial portions of the same academic course work to more than one course for credit without prior permission of the instructor(s)."
- All project text should be original text written by the student who is creating the project. The exception to this is the use of small amounts of quoted material that is properly cited. Copying and pasting from other Web sites or projects (including the instructor's examples) is not allowed.
- Images or other media used in projects should be original, or used with permission of the owner, or come from the public domain. Please check terms of use on sites containing these items.
- Please cite the source for materials that are obtained for your projects unless they are created by you. If permission is granted for use of copyrighted materials please post a statement explaining that near those materials.

In the event of academic dishonesty a complaint is filed with the BSU Student Conduct Office with supporting documentation. This complaint remains on file and actions may be taken against the student (e.g., loss or credit, reduction in grade, etc.).

More information about copyright: Several great links to copyright information are available on the BSU Academic Technologies site at: <http://itc.boisestate.edu/resource.htm>



# 6 ACADEMIC POLICIES

## Late Work

Please be advised that the following late work policy will be enforced in this class:

- Only one assignment may be submitted late. This one late assignment can be no more than one week late or it receives zero points. All other late work receives a zero.
  - **This one-time waiver will only be granted upon request before assignment due date.**
- **No late submission of the Final Project will be accepted.**
- All assignment due dates fall on **SUNDAY midnight Mountain Standard Time, except for the last submission of your Final Project due on FRIDAY midnight Mountain Standard Time.** Assignments must be submitted by midnight Mountain time on scheduled due dates. For time zone information please visit the World Clock Web site: <http://www.timeanddate.com/worldclock/>

It is a good idea to schedule specific times to work on your assignments each week and keep the appointment with yourself. Plan to spend **9 - 12 hours per week** on this class. The amount of time that is actually needed will depend on entry level skills. It is in your best interest to start early on each assignment to give yourself time to fix technical problems or get help before the due date passes.

## Communication

I typically respond to e-mail twice per day Monday through Friday during the semester. Exceptions to this rule occur when there is a holiday, BSU break, or during other unavoidable situations that sometimes come up (e.g., power failure, out-of-town conference presentations etc.). If you send an e-mail during the week you should typically have a reply within 24 hours unless it is late Friday or the weekend. I catch up on weekend e-mail on Mondays. If you do not receive a reply to your e-mail within a reasonable period time, please send it again. Sometimes e-mail is captured by SPAM filters, is addressed incorrectly, or just simply does not make it through. Also, check your own e-mail filters that screen out junk mail. It is likely that my e-mail response got filtered into your e-mail junk box.

Note: Always include **EDTECH534 and a short description of message purpose** in your subject line. This will help ensure your e-mail get my attention.

## Posting of Assignments

All assignments are posted for the entire semester in the Moodle course room and are listed by week. Assignments are due at the end of the week under which they are posted.

## Assignment Submissions

All assignments should be submitted to the Moodle course site. The majority of the projects will be uploaded to the student's EdTech2 website and the URL of projects will be posted to the discussion board for review and feedback.

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# ACADEMIC POLICIES

## Feedback/grades

All projects will be graded within 7 to 10 days after submission due dates. Grades will become available in the Moodle gradebook (i.e., “Grades” under the left Settings tab of the course website) and will reflect a running total grade throughout the semester.

Feedback will be provided for each project and assignment either in the discussion board or as comments to graded assignments in the gradebook.

## Technical Difficulties

On occasion, you may experience problems with accessing Moodle or class files located within Moodle, with your Internet service, and/or other computer related problems. Do make the instructor aware if a technical problem prevents you from completing coursework.

For technical assistance, please contact the following resources:

Moodle Assistance - EDTECH Admin [moodlesupport@boisestate.edu](mailto:moodlesupport@boisestate.edu)

## Reasonable Accommodations

Any student who feels s/he may need accommodations based on the impact of a disability should contact me privately to discuss your specific needs. You will also need to contact the [Disability Resource Center](#) at 208-426-1583 located in the Administration Building, room 114 to meet with a specialist and coordinate reasonable accommodations for any documented disability.

## Boise State's FERPA policy

The Family Educational Rights and Privacy Act (FERPA) affords students certain rights with respect to their education records.

<http://registrar.boisestate.edu/ferpa.shtml>

### **Modification of the Syllabus and Schedule**

I reserve the right to modify the syllabus and schedule at any time. Notice of any change will be emailed or posted as an announcement on Moodle course site.

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# CONCEPTUAL FRAMEWORK

## College of Education - The Professional Educator

Boise State University strives to develop knowledgeable educators who integrate complex roles and dispositions in the service of diverse communities of learners. Believing that all children, adolescents, and adults can learn, educators dedicate themselves to supporting that learning. Using effective approaches that promote high levels of student achievement, educators create environments that prepare learners to be citizens who contribute to a complex world. Educators serve learners as reflective practitioners, scholars and artists, problem solvers, and partners.

## Department of Educational Technology Mission

The Department of Educational Technology supports the study and practice of facilitating and improving learning of a diverse population by creating, using, managing, and evaluating appropriate technological processes and resources. Believing technology is a tool that enhances and expands the educational environment, we promote the use of current and emergent technologies for teaching and learning in a dynamic global society. Educational technologists are leaders and innovators, serving in institutions of higher education, public or private school settings, federal, state, or local educational agencies, and educational organizations in the private sector.