ISOM3000G Mobile Applications Development for Business (Fall 2022)

	Lecturer	TA
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	(Email subject: **[ISOM3000G]...**)	
Telephone	2358-8142	2358-7638
Office hours	By appointment	By appointment
Reference Book	Android Studio Chipmunk Essentials – Kotlin Edition (by Neil Smyth)	
Course web	https://canvas.ust.hk/	

Please visit Canvas regularly for the updates in the course.

Time and Venue

L1	Monday and Wednesday: 9:00am to 10:20am	LSKG005
LA1	Monday: 4:30pm to 6:20pm	LSKG005

Overview

This course introduces the programming concepts, techniques, and tools for mobile applications development. Students will be exposed to the business models of mobile platforms and mobile applications. They will learn the design concepts and acquire the knowledge and skills for implementing mobile applications for business.

Course Objectives

In this course, students will learn the fundamentals of mobile applications development from business and technical perspectives. By attending this course, students will learn how to develop business mobile applications with Kotlin and Android Studio.
Specifically,
- They will learn the business models of mobile platforms and mobile applications.
- They will learn how to utilize general programming techniques.
- They will learn how to design applications consisting of classes and objects.
- They will learn how to build up GUI (graphical user interface) with functionalities.

Intended Learning outcomes
- Understand the mobile platforms and mobile applications from business and technical perspectives.
- Acquire general programming knowledge with Kotlin.
- Design mobile applications with design concepts.
- Construct a business mobile application with Kotlin and Android Studio.

Evaluations

Class submissions	20%
Individual assignments	40%
Group project	40%

Note. The evaluation components and class schedule are subject to change under special circumstances. Possible changes include, but are not limited to, replacing evaluation components with alternatives, and changing the weighting of evaluation components.

Class Schedule (Tentative)

Week	Topic
1	Introduction Development and Business Models
2	Kotlin: Syntax
3	Kotlin: Syntax
4	Kotlin: Syntax
5	Classes and Objects Creating Android Apps with Android Studio
6	Data Persistence
7	Android UI
8	Object-Oriented Programming Concepts (Inheritance and Polymorphism)
9	Android Architecture Apps Management and Activity Lifecycle
10	Android Activities
11	Android Intents
12	Android Event Handling
13	Project Demonstration

Schedule is tentative and subject to change. Please check the course website regularly for the updated schedule.

Grade appeal

Any appeal to score/grade has to be filed through email to both Dr. Cheung and the TA. No appeal to a particular score/grade shall be allowed 72 hours after its score/grade release day.

Academic honesty

Written work that you hand in is assumed to be original unless your source material is documented appropriately. Using the ideas or words of another person, even a peer, or a web site, as if it were your own, is plagiarism. Cheating and plagiarism are serious academic offenses. Students should read the section on cheating and plagiarism in the HKUST catalog.

Furthermore, students should be aware that faculty members have a range of academic actions available to them in cases of cheating and plagiarism from arranging a conference, to failing a student on that particular work, to failing a student in a course, to taking disciplinary actions.

For more information, please refer to: http://ugadmin.ust.hk/integrity/student-1.html