## Course Description:
In this intermediate-level course, students examine the design and creation of mobile apps. Students will create visual designs for mobile apps, as well as analyze how to build and distribute them. Students apply skills and knowledge toward creating portfolio-ready design projects. Prerequisites: GRA1751, GRA1754. (2 hr. lecture; 4 hr. lab.)

### Course Competency and Learning Outcomes

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<th>Course Competency</th>
<th>Learning Outcomes</th>
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| **Competency 1:** The student will design and build mobile apps during guided lessons and assignments by: | • Communication  
• Critical thinking  
• Computer / Technology Usage  
• Aesthetic / Creative Activities |
| 1. Brainstorming, sketching and creating storyboards.  
2. Building mobile apps using industry-standard mobile app creation software.  
3. Designing and customizing the app’s desktop icon and launch screen.  
4. Recording and incorporating audio and video in the app.  
5. Incorporating countdown timers.  
6. Integrating geolocation and finding locations on online maps.  
7. Creating functioning games, AR apps, and emoji apps. | |
| **Competency 2:** The student will evaluate their designs by: | • Communication  
• Critical thinking  
• Computer / Technology Usage  
• Aesthetic / Creative Activities |
| 1. Critiquing their work as well as that of their classmates.  
2. Testing the apps on actual and virtual devices.  
3. Resolving issues and debug errors. | |
| **Competency 3:** The student will publish their apps to the app stores of the two major platforms by: | • Communication  
• Critical thinking  
• Computer / Technology Usage |
1. Enrolling in the app store’s development program, and following their guidelines.
2. Specifying metadata, previews and descriptions and pricing.
3. Uploading the app archive to the platform’s app store.