

Cover Sheet: Request 10503

RTV 4XXX Mobile Media and Apps

Info

Process	Course New Ugrad/Pro
Status	Pending
Submitter	Ostroff,David Howard dostroff@ufl.edu
Created	10/23/2015 3:20:53 PM
Updated	12/14/2015 1:36:32 PM
Description	Review of developments of mobile devices and use of these tools in the creation and distribution of content. Instruction in in developing apps.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	JOU - Telecommunicat 012303000	Ostroff, David Howard		10/23/2015
Added UCC Syllabus Checklist.pdf					10/23/2015
College	Approved	JOU - College of Journalism and Communications	Weigold, Michael Fredrick		12/14/2015
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			12/14/2015
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

Course|New for request 10503

Info

Request: RTV 4XXX Mobile Media and Apps
Submitter: Ostroff,David Howard dostroff@ufl.edu
Created: 10/23/2015 3:20:53 PM
Form version: 1

Responses

Recommended Prefix: RTV
Course Level : 4
Number : XXX
Lab Code : None
Course Title: Mobile Media and Apps
Transcript Title: Mob Med & Apps
Effective Term : Earliest Available
Effective Year: Earliest Available
Rotating Topic?: No
Amount of Credit: 3
Repeatable Credit?: No
S/U Only?: No
Contact Type : Regularly Scheduled
Degree Type: Baccalaureate
Weekly Contact Hours : 3
Category of Instruction : Advanced
Delivery Method(s): On-Campus
Course Description : Review of developments of mobile devices and use of these tools in the creation and distribution of content. Instruction in in developing apps.
Prerequisites : None
Co-requisites : None
Rationale and Placement in Curriculum : Mobile media are becoming an increasingly important platform for the distribution of content previously confined to the home television screen. Students in Telecommunication must be aware of these developments and their impact on the profession
Course Objectives : Students who finish Mobile Media and App Development course should be able to:

- Use mobile phones for shooting, editing and reporting
- Understand how mobile phones are transforming the media business
- Have working knowledge of MIT App Inventor 2
- Produce simple apps for Android platform
- Understand mobile business and business models,
- Be beginner entrepreneurs in mobile industry.

Course Textbook(s) and/or Other Assigned Reading: Lakshmi Prayaga, Jeffrey Hawthorne, Alex Whiteside. Android App Inventor for the Absolute Beginner Cengage Learning PTR · 2013

Ahmad, Majeed (2012) Smartphone: Mobile Revolution at the Crossroads of Communications, Computing and Consumer Electronics. North Charleston: CreateSpace.

Nielsen, Jakob (2012) Mobile Usability. Berkeley : New Readers

Rabaino, Lauren (2011) How To Get The Most Out Of Your iPhone As A Reporting Tool

McKenzie, Pamela J. et al. (2012) User-generated online content 1: Overview, current state and context.

McGrath, Mike (2012) Building Android Apps. Warwickshire: In easy steps

Weekly Schedule of Topics : Module 1 Intro to Cellphones, Smartphones and Tablets

A Brief History of Cellphones/Smartphones

Tablets

IOS vs. Android

Apps and Mobile Sites

Module 2 Mobile Media and News Industry

News and Mobile Devices

Mobile First Strategy

News Apps and Mobile Sites

Module 3 Mobile Newsgathering

Smartphones as First Tool

Creating News Content with Smartphones

Must-have Smartphone Applications

Live-streaming Video Content

The Unique Publishing Platform

Module 4 Introduction to MIT App Inventor

MIT App Inventor

System Requirements

Installing and Starting the App Inventor

Module 5 My First App

Adding Components

Adding Behavior

Module 6 Game Apps

Adding Components

Adding Behaviors

PaintPot

Module 7 Geo-Location Apps

Adding Components

Adding Behaviors

Virtual Map

User-Generated Apps

User-Generated Content

Adding Components

Adding Behaviors

UserCamera

Module 9 Web-Enabled Apps

Adding Components

Adding Behaviors

StockQuotes

Module 10 Debugging

Debugging

Watching Variables and Blocks

Module 11 Usability

Usability

Testing Usability

Module 12 Planning and Developing

Planning and Developing

Wireframe

Module 13 Packaging and Publishing on Google Play

Packaging the App

Publishing on Google Play

Module 14 The Future

Grading Scheme :

Lab 1: QR codes

Using the App store or Google Play app, download a QR Scanner app.

Use the QR Scanner app to "read" the following two QR codes. Tell me what the scanner reports for each QR code (150 words).

QR Code #1: This is a message. What is it?

QR Code #2: This is a link to a web page. What's on that web page?

Discussion 1: Going mobile

Please write a post of no less than 300 words about why mobile communication is so popular. Why is there a need for it? What are the uses?

- Media
- Business
- Social
- Government
- Military
- etc.

Then comment on AT LEAST 2 of your classmates' posts!

Lab 2: News Apps

Published Edit Manage

Using the App Store or Google play app, find and download three free news apps (different than ones mentioned in module) that seems interesting to you. Play with them.

Please write a post of no less than 300 words about what the apps are, why you chose them, what they do, and your evaluation of the apps. What's good about them? What's bad about them?

Lab 3: Video

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With your smartphone/tablet video camera's native application shoot a horizontally oriented video (30 sec) and upload it to Youtube. For uploading you can use Youtube app (Android) or Youtube Capture (iOS). Detailed instructions you can find here (Links to an external site.).

When you are finished, post the URL for your Youtube video to this Assignment

Discussion 2: Reporting Apps

Using the App Store or Google play app, find and download three free apps (not mentioned in the course) that can be used for multimedia reporting (shooting video, recording audio and taking notes). Play with them.

Please write a post of no less than 300 words about what the apps are, why you chose them, what they do, and your evaluation of the apps. What's good about them? What's bad about them? Then comment on AT LEAST 2 of your classmates' posts!

Lab 4: MIT App Inventor 2

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Follow the instructions from the module or at (Links to an external site.) <http://appinventor.mit.edu/explore/ai2/setup.html> (Links to an external site.) to configure your computer to run the App Inventor 2.

Note that the App Inventor 2 can run in Windows and Linux as well as on Macs.

When you are finished, take a screenshot of the working App Inventor 2 as evidence (Designer) you did it and attach it (screenshot) to this Assignment.

Screenshot on Mac (Links to an external site.)

Screenshot on Windows (Links to an external site.)

Screenshot on Linux (Links to an external site.)

Lab 5: Personalizing Virtual Pet

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Read Module 5 readings to review the VirtualPet app example.

Now create the Virtual Pet app and name it YourFirstAndLastNameApp (e.g., mine would be MatoBrautovicApp), and change the picture to be a picture of you and the sound to be a short clip you've recorded. There are lots of ways to create pictures and recordings. On a Mac, you can use PhotoBooth to take your picture and Audacity or AmadeusPro to make a short audio clip. On a Windows computer, you can use your camera's native application to take a photo and Audacity to make a short audio clip. If you have trouble, ask others for help and/or post on Course Questions.

Use Designer>Projects>Export selected project (.aia) to my computer to create and download a file YourFirstAndLastNameApp.aia to your computer. Attach the .aia file to this Assignment.

Detailed instructions for Audacity can be found here (Links to an external site.).

Lab 6: PaintPot

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The PaintPot app has a bug: if you start drawing before pressing any of the paint buttons, the paint color will be black; but after you choose a color, there's no way to get back to black. For this week's assignment you should update the code/app with a solution for this problem.

TIP: Solution is the same as for the red, blue, and green color.

Like the Personalizing VirtualPet lab named it YourFirstAndLastNameGameApp (e.g., mine would be MatoBrautovicGameApp). Create the source code and download a file YourFirstAndLastNameGameApp.aia to your computer. Attach the .aia file to this Assignment.

Lab 7: Virtual Map

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Based on the VirtupMap app, create a virtual map app of some other destination – e.g. Gainesville and its top attractions.

Before you add a location check it on maps.google.com.

Name the app YourFirstAndLastNameVirtualMapApp. Create the source code and download a file YourFirstAndLastNameVirtualMapApp.aia to your computer. Attach the .aia file to this Assignment.

Lab 8: UserCamera

Based on UserCamera app and the Block Editor printscreen below, reconstruct and create a user camera app with the feature of shooting video.

Name the app YourFirstAndLastNameUserCameraApp. Create the source code and download a file YourFirstAndLastNameUserCameraApp.aia to your computer. Attach the .aia file to this Assignment

Lab 9: StockQuotes

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Based on the StockQuotes app, change the app to show more (5) data about stocks. On the page http://www.jarloo.com/yahoo_finance/ (Links to an external site.), figure out how to load more data based on special tag table. Tip:

<http://finance.yahoo.com/d/quotes.csv?f=ab&s=goog> will load Google stock quotes with value of Ask and Bid. Using the "make text" block, combine URL, entered stock symbol and data you want to load from.

TIP:

1. You only have to modify the URL or link

<http://finance.yahoo.com/d/quotes.csv?f=l1&s=> (first socket of "make text" block

2. Instead of part of the link f=l1 you will add your own data types

For example: <http://finance.yahoo.com/d/quotes.csv?f=aa2a5bb2&s=>

where

a -Ask

a2 - Average Daily Volume

a5 - Ask Size and etc.

3. You will not add anything after s=; S will be specified by user with textbox1.text Name the app YourFirstAndLastNameUserApiApp. Create the source code and download a file YourFirstAndLastNameUserApiApp.aia to your computer. Attach the .aia file to this Assignment.

Discussion 3: Debugging

Please write a post of no less than 300 words about three bugs you experienced during programming with the App Inventor and explain how you fixed them. How long did it take you to fix the bugs? What did you do? How did you discover the bugs?

Then comment on AT LEAST 2 of your classmates' posts!

Discussion 4: Usability

Using the App Store or Google play app, find and download one NEWS app and test its usability by the rules specified in this module.

Please write a post of no less than 300 words about their use of mobile space, download time, typing, notification and mobile writing.

Then comment on AT LEAST 2 of your classmates' posts!

Discussion 5: Planning

Please write a post of no less than 300 words about your idea for an app. As you do so, describe the app's purpose, required functionalities, needed components, possible users and the need it's going to fulfill. Write how it might link in with the news industry.

Then comment on AT LEAST 2 of your classmates' posts!

Lab 10: Wireframe

Based on your proposed app in Discussion 5, create the wireframe (first screen) for your app using Wireframe.cc (Links to an external site.)

When you are finished, post the URL for your Wifreme.cc screen to this Assignment.

Lab 11: Application Information

Based on your proposed app from the last week, write listing details (Application Information) for that app. As you do so, specify app's language, title, application type, category and contact information. Also, describe your app as you would like it (description category) to appear on Google Play (minimum 1000 and maximum 4000 characters).

Discussion 6: Future

This is it... your FINAL assignment. One of my favorite things about teaching is that I get to keep up with what's new and exciting in your world. You are the "Digital Natives" generation, and after this course I hope you feel a bit more comfortable with what will be expected from you upon graduation.

Now it's your turn to teach me! Please tell me about a mobile technology, devices, apps, author, or idea that you think will be new to me and why it's important for the future.

This is my way of finding out about stuff on the horizon, so go crazy and try to surprise me!

Make sure you post any relevant links (to books on Amazon, sites on the web, etc.) that will help me learn about your discovery... and thanks!

Discussion 30 points each, 6 in all, will drop the lowest 150 points

Assignment 50 points each, 11 in all, will drop the two lowest 450 points

TOTAL POINTS: 600 points

A 94-100% 564 - 600 points

A- 90-93.99% 540 - 563 points

B+ 86-89.99% 516 - 539 points

B 83-85.99% 498 - 515 points

B- 80-82.99% 480 - 497 points
C+ 76-79.99% 456 - 479 points
C 73-75.99% 438 - 455 points
C- 70-72.99% 420 - 437 points
D+ 66-69.99% 396 - 419 points
D 63-65.99% 378 - 395 points
D- 60-62.99% 360 - 377 points
E 59.99% or below 359 points or less

Instructor(s) : TBD

All UCC1 forms and each UCC2 form that proposes a change in the course description or credit hours must include this checklist in addition to a complete syllabus. Check the box if the attached syllabus includes the indicated information.

Syllabus MUST contain the following information:

Instructor contact information (and TA if applicable)

Course objectives and/or goals

A weekly course schedule of topics and assignments

Required and recommended textbooks

Methods by which students will be evaluated and their grades determined

A statement related to class attendance, make-up exams and other work such as: "Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found in the online catalog at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>."

A statement related to accommodations for students with disabilities such as: "Students requesting classroom accommodation must first register with the Dean of Student Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation."

Information on current UF grading policies for assigning grade points. This may be achieved by including a link to the appropriate undergraduate catalog web page:

<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

A statement informing students of the online course evaluation process such as: "Students are expected to provide feedback on the quality of instruction in this course based on 10 criteria. These evaluations are conducted online at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu>."

It is recommended that syllabi contain the following information:

1. Critical dates for exams and other work
2. Class demeanor expected by the professor (e.g., tardiness, cell phone usage)
3. UF's honesty policy regarding cheating, plagiarism, etc. Suggested wording: UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (<http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obliged to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.
4. Phone number and contact site for university counseling services and mental health services: 392-1575, <http://www.counseling.ufl.edu/cwc/Default.aspx>
University Police Department: 392-1111 or 9-1-1 for emergencies.

The University's complete Syllabus Policy can be found at: http://www.aa.ufl.edu/Data/Sites/18/media/policies/syllabi_policy.pdf