MOBILE PROGRAMMING											
1	Course Title:	MOBILE	PROGRAMMING								
2	Course Code:	BIL4110									
3	Type of Course:	Compuls	ory								
4	Level of Course:	First Cyc	le								
5	Year of Study:	4									
6	Semester:	8									
7	ECTS Credits Allocated:	5.00									
8	Theoretical (hour/week):	2.00									
9	Practice (hour/week):	2.00									
10	Laboratory (hour/week):	0									
11	Prerequisites:	None									
12	Language:	Turkish									
13	Mode of Delivery:	Face to face	ace								
14	Course Coordinator:	Prof. Dr.	ADEM UZUN								
15	Course Lecturers:										
16	Contact information of the Course Coordinator:	auzun@ı	uludag.edu.tr								
17	Website:										
18	Objective of the Course:	The aim knowledg also to de image an developn	of this course is to enable prospective teachers to have ge about the basic concepts of mobile programming and levelop applications including sensors, emulators, audio, nd video, map services and databases using software ment tools for mobile programming.								
19	Contribution of the Course to Professional Development:										
20	Learning Outcomes:										
		1	To be able to explain the basic concepts of mobile programming								
		2	To distinguish mobile operating systems and features								
		3	Ability to use mobile application development tools								
		4	Ability to use voice, picture, video, database and location in mobile programming								
		5	To make different designs with mobile programming								
		6									
		7									
		8									
		9									
		10									
21	Course Content:										
		Co	urse Content:								
Week	Theoretical		Practice								
1	Mobile programming basics										
2	Nobile operating systems										
3	iviobile application development tool	S									
4	Interface development in mobile prog	gramming									

5	Mobil programlamada arayüz geliştirme																					
6	Audio, picture and video usage																					
7	Map services																					
8	Memory management																					
9	Web views																					
10	Database usage																					
11	Verit	tabar	וו kulla	anımı																		
12	Web	ser	/ices																			
13	Mobile based game development																					
14	Mobile based game development																					
22	Textbooks, References and/or Other Materials:									Walter, D., & Sherman, M. (2014). Learning MIT app inventor: A hands-on guide to building your own android apps. Pearson Education. Ayan, B. (2015). Appinventor ile mobil uygulama geliştirme. Abaküs Yayınevi.												
23	Asse	esme	ent																			
TERM L	LEARNING ACTIVITIES NUMBE										WEIGHT											
Midtern	n Exa	am					1		4	40.00												
Quiz									0.	0.00												
Activit	Activites									Nur	mb	er		Dura	Duration (hour)			Total Work Load (hour)				
Tatedre	ediretical 2									DP400	0			2.00	2.00 2			28.00				
Practica	acticals/Labs									14				2.00	2.00			28.00				
Self stu	If study and preperation									12				3.00	3.00			36.00				
Homew	neworks									0				0.00			0.00					
Hotal Project	ects									1000	0			3.00			30.00					
Field S	J Studies									0 0.0							0.00					
Midtern										1	_			10.00	10.00			10.00				
Others	iers									0				0.00	0.00			0.00				
Final E	l Exams									1				18.00		18.00						
Total W	al Work Load													150.00								
Total w	otal work load/ 30 hr									5.00												
ECTS (	S Credit of the Course									5.00												
25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS																					
	ľ	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ	8 PC	29	PQ1 0	PQ11	PQ12	PQ1 3	PQ14	PQ15	PQ16				
ÖK1	Ę	5	5	4	3	0	4	0	0	0		0	0	0	0	0	0	0				
ÖK2	4	4	4	4	4	0	5	0	0	0		0	0	0	0	0	0	0				
ÖK3	Ę	5	4	4	5	0	4	0	0	0		0	0	0	0	0	0	0				
ÖK4	Ę	5	4	4	5	0	4	0	0	0		4	0	0	0	0	0	0				

ÖK5	5	4	4	5	0	4	0	0	0	5	0	0	0	0	0	0	
LO: Learning Objectives PQ: Program Qualifications																	
Contrib 1 very low ution Level:					2 low			3 Medium			4 High			5 Very High			