

LLL course description form

Type of learning: Blended learning

Workload for the learner: 10 hours teaching+50 hours self-learning = 60 hours (2 ECTS)

Title:	Mobile Programming and Cloud Applications
Learning Outcomes:	By the end of the course, the student will be able to: <ul style="list-style-type: none">• Use the basic knowledge and practical skills in software development for mobile devices.• Get acquainted with the features of the development of mobile applications.• Use cloud technology for mobile app development.• Find strategies, resources and technological tools, which will help the to quickly create online classes with new ways for cooperation and learning.
Method/s for teaching and learning:	<ul style="list-style-type: none">• Modular Learning• Team Learning• Reading material• Individual research
Content/short description:	This course is an introduction of mobile programming, where we will get acquainted with the main aspects and features of programming for mobile devices. It provides an overview of App Design Issues and Consideration, describes the differences between iOS and Android devices that impact the design. Will be studied the app which will be developed to illustrate the design and development for both platforms. The course concludes with an introduction to powerful tools for students and educators, which will give them the support they need so they can create a secure and collaborative learning environment on mobile platforms.
Structure of the course:	<ul style="list-style-type: none">• Development of Mobile Programming• App Design Issues and Considerations• Development of Cloud Mobile Applications• Microsoft Office 365 for Education on Mobile platforms• Google for Education on Mobile platforms• Other Mobile Applications
Preparer of the course:	Ani Manukyan
Method/s of assessment*:	Quiz Online exam
Method for evaluation of course (by students, peer review etc.):	Peer Review Anonymous polling

* Optional, in case if the learner requires certificate for the 2 ECTS issued.