Standard Course Outline
IS 657 Mobile Systems and Business Applications

I. General Information
- Course number: IS 657
- Title: Mobile Systems and Business Applications
- Units: 3
- Prerequisites: Graduate standing, IS 640
- Course Coordinator: H. Michael Chung
- SCO Prepared by: H. Michael Chung
- Date prepared/revised: Apr. 27, 2016

II. Catalog Description
Mobile technologies and application development. Focuses on wireless internetworking and mobile applications to support management, business transactions, and consumers. Pervasive and ubiquitous computing environment, Internet of Things, wearable technologies, and human interface design are covered. Lecture, hands-on, software project and case studies. Letter grade only (A-F)

III. Course Objectives, Student Learning Outcomes, Evaluation Instruments, and Instructional Strategies for Skill Development
The course covers
- Concepts, trends and tools of mobile computing in business.
- Mobile application development techniques and skills.
- Systems analysis and design process.
- Human computer interface design
- Measuring the impact of a mobile application on business

MEASURABLE OUTCOME: Students who pass IS 657 must demonstrate the following
- ability to develop a mobile application
- ability to explain the mobile system and application trends
- ability to related mobile technologies with business functional area applications
- ability to assess the impact of mobile applications on business

EVALUATION INSTRUMENT
Specific assignments will vary by instructor, but typical assignments include take-home assignments, in-class exams and take home projects.
INSTRUCTIONAL STRATEGIES:

The instruction should include demonstration and hand-on exercises.

The instruction should cover function area applications, mobile transactions, and mobile data analysis.

OUTLINE OF SUBJECT MATTER

- Mobile technologies and trend
- Mobile system platform and programming
- Mobile operating systems and middleware
- Mobile systems, Database access, and Web synchronization
- Human interface design
- Systems analysis and design for mobile applications
- Assessing the system effectiveness
- Business impact of mobile applications

IV. Methods of Instruction

A. INSTRUCTION MODE.

☒ Traditional ☐ Hybrid ☐ Local Online ☐ Distance Education

B. CLASSROOM ACTIVITIES.

i. Demonstration and computer lab

ii. Hands-on.

C. EXTENT AND NATURE OF TECHNOLOGY USE.

i. Extensive usage of computers

V. Information about Textbooks/Readings

VI. Instructional Policies Requirements

Instructor’s syllabi must contain explicit statements regarding their own policies with regard to plagiarism, withdrawal, absences, etc., which should be consistent with the University policies published in the CSULB Catalog. It is expected that every course will follow University policies on Attendance (PS 01-01), Course Syllabi (PS 04-05), and Final Course Grades, Grading Procedures, and Final Assessments (PS 12-03). If some or all sections of the course are to be taught, in part or entirely, by distance learning, the course must follow the provisions of Academic Technology and the Mode of Instruction (PS 03-11).¹ Instructors should refer to the current CSULB Catalog and to the Academic Senate website for campus guidelines and policy statements as they develop their individual course policies.

All sections of the course will have a syllabus that includes the information required by the syllabi policy adopted by the Academic Senate. Instructors will include information on how students may make up work for excused absences. When class participation is a required part of the course, syllabi will include information on how participation is assessed.

VII. Course Assessment and Grading (Optional but highly recommended for core courses)

A. Assessment Criteria

Homework

Students will complete individual and group based homework profiling their competence in various subject matters.

Quizzes and Exams

Students will complete mid-term exam (required), and final exam (required).

Projects

Instructors are strongly encouraged to assign comprehensive course project (group) that requires problem solving and uses Excel to conduct real-world data analysis.

B. Required Statement

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¹ The university policies listed are active as of 2015-2016 but may be subject to change in the future. For the most up-to-date policies, refer to the Academic Senate website’s Policy Statements.
In compliance with university policy: Final grades will be based on at least three, and preferably four or more, demonstrations of competence. In no case will the grade on any class tests count for more than one-third of the course grade.

C. Attendance, Withdrawal, Late Assignments

Students are expected to attend courses and turn in assignments on time. Specific attendance and late assignment policies are up to each individual instructor’s discretion. The withdrawal policy is the same as that of the university.

VIII. Disabilities

Students with disabilities are responsible for notifying their instructor as early as possible of their needs for an accommodation of a verified disability. A student with a disability is urged to consult with Disabled Student Services as soon as possible in order to identify possible accommodations to enhance academic success.

IX. Assistive Technology

In compliance with Accessibility and Faculty Responsibility for the Selection of Instructional Materials (PS 08-11), instructors are responsible for ensuring that their syllabi and instructional materials are accessible to all students.

X. Bibliography (Optional)

XI. Consistency of SCO Standards across Sections

XII. Additional Resources for Development of Syllabi

- University policy Course Syllabi and Standard Course Outlines (PS 11-07)
- Academic Technology (ATS) Accessible Syllabus Template
- Faculty Center for Professional Development (FCPD) Sample Syllabus Template