

**CONTINUING EDUCATION CURRICULUM**

See proposal Impact (PI) reports to view list of courses and/or programs that may be impacted by the following proposed actions.

**Computer and Information Science**

<p><b>*645 MOBILE APP HTML DEVELOPMENT</b></p> <p>Advisory: Microcomputer Basics or equivalent. This course introduces students to the modern web technologies that are used to develop cross-platform mobile web applications. Students will be introduced to mobile application development, open source mobile application frameworks, and the process for determining the appropriate open source solution. Students will learn about the construction of multiple content screens, transitions, user input, and geolocation services. Students will also be introduced to common markup, styling, and programming languages. (FT)</p>	<p><b>Offered At:</b> None</p> <p><b>Action(s) Proposed:</b> New Course <i>Approved</i></p> <p><b>Originating Campus:</b> Continuing Education</p> <p><b>Effective:</b> Spring 2016</p>
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**Computer and Information Science**

<p><b>*646 MOBILE SOFTWARE DEV PLATFORM</b></p> <p>Advisory: Mobile App HTML Development. This course introduces students to setting up a development environment where cross-platform mobile applications can be created. Students will learn about the Software Development Kits (SDKs) of various mobile operating systems, including Android, iOS, and Windows Mobile. Students will install and configure SDKs, and develop an application that can be tested on emulators or real devices. Students will be introduced to free and open source software and the selection process for determining the appropriate solution. (FT)</p>	<p><b>Offered At:</b> None</p> <p><b>Action(s) Proposed:</b> New Course <i>Approved</i></p> <p><b>Originating Campus:</b> Continuing Education</p> <p><b>Effective:</b> Spring 2016</p>
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**Computer and Information Science**

<p><b>*647 MOBILE APP PUBLICATION</b></p> <p>Advisory: Mobile Software Dev Platform. This course introduces students to features of cross-platform mobile application development and the publishing process. Students will learn about JavaScript Object Notation (JSON) and NoSQL-style databases. Students will be introduced to various third-party application stores, learn how to create developer accounts, publish applications, and market applications to a global audience. (FT)</p>	<p><b>Offered At:</b> None</p> <p><b>Action(s) Proposed:</b> New Course <i>Approved</i></p> <p><b>Originating Campus:</b> Continuing Education</p> <p><b>Effective:</b> Spring 2016</p>
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*Approved*

**Curriculum Instructional Council  
Actions Approved – February 11, 2016**

***PROGRAM CHANGES***

\*Computer and Information Science

**New Program- *Approved***

Computer and Information Science- Continuing Education: Spring 2016

**Certificate of Completion Mobile Application Development**