Course Syllabus
ISM4930 – Basic Android App Development - 3 Credits
Spring 2017
Rev. January 6, 2017

General Information
Course Number/CRN: ISM4930/ CRN 11065
Course Title: Basic Android App Development
Semester/Year: Spring 2017
Offering College/Department: Lutgert College of Business (LCOB)/Information Systems and Operations Management (ISOM)
Credit Hours: 3
Meeting Times/Location: Traditional Format - Class: Monday – Wednesday - Friday (MWF) 10:30 am - 11:20 am – Lutgert Hall Room 2210.
Method of Delivery:
- Welcome to ISM 4930! This will be an exciting course that moves quickly and includes a lot of material, so be sure to not fall behind. (3 in-class meetings a week)
- To guide the learning process, the instructor will be sending e-mails containing detailed tasks (assignments). These tasks usually include textbook readings; assignments; simulations; videos; and interactive discussion forums, among other learning strategies
- The e-mails will contain the latest-time (deadline) to complete the tasks (assignments).
- Students work will be assessed and evaluated based on the assignments and exams.
- A mandatory confirmation of attendance assignment will need to be completed within the first week of classes on Canvas. This assignment will be required for all students, not only those receiving financial aid.

Course URL: http://canvas.fgcu.edu (select the “ISM4930” course)
Prerequisites: None

Instructor Information
Instructor: Eugene Hoyt
Office Location: Lutgert Hall 3364
Phone Number: 239-590-1192
E-Mail Address: ehoyt@fgcu.edu not ejhoytjr@eagle.fgcu.edu
Office Hours for CGS 1100: Monday – Wednesday – Friday 11:30 AM – 1 PM.

Course Information
This course is designed for people who have some programming experience or are new to Java programming and want to move into the exciting world of developing apps for Android mobile devices on a Windows or Mac computer. Google Android is quickly becoming the operating system of choice for mobile devices, including smartphones and tablets, with nearly three-quarters of the world’s mobile devices running on the Android platform. To help you participate in the growing Android market, this course focuses on developing apps for Android devices.

Catalog Description
Student Learning Outcomes
<table>
<thead>
<tr>
<th>LCOB Learning Goal (EAGLES)</th>
<th>Learning Outcome</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>EFFECTIVE communication</td>
<td>Demonstrate competency in the use of personal productivity applications</td>
<td>Projects</td>
</tr>
<tr>
<td></td>
<td>Share information and knowledge through collaborative software tools.</td>
<td>Individual project</td>
</tr>
<tr>
<td></td>
<td>Work successfully in a virtual team.</td>
<td>Online team think tank discussions</td>
</tr>
<tr>
<td></td>
<td>Competently use technology vocabulary.</td>
<td>Readings/projects/ quizzes</td>
</tr>
<tr>
<td>ANALYTICAL &amp; critical thinking</td>
<td>Frame &amp; solve common business problems.</td>
<td>Readings/projects/ quizzes</td>
</tr>
</tbody>
</table>
Consider the integrated **GLOBAL** business environment & its challenges & opportunities.

Describe how to act as a responsible, ethical user in a globally networked computer community.

Building applications ethically for the global community

Value the significance of **ETHICAL & LEGAL** issues in business

Recognize how and why to protect sensitive personal information

Readings/projects/quizzes

Understand the **ENVIRONMENTAL** impact of business.

Explain how to appropriately reuse/recycle old hardware.

Readings/projects/quizzes

Explain the environmental impact of computer technology.

Readings/projects/quizzes

Possess necessary **SKILLS** across business disciplines.

Define and use computer hardware and software terminology.

Readings/projects/quizzes

**Required Materials**

**Required**

- Author: Hoisington
- Title: VS-EBK:ANDROID BOOT CAMP DEVELOPERS USING JAVA
- Publisher: Cengage
- ISBN13: 9781305986060

**Course Contents**

For Detailed Course Schedule and Assignments, log onto Canvas.

Specific coverage includes:

- Voilà! Meet the Android
- Simplify! The Android User Interface
- Engage! Android User Input, Variables, and Operations
- Explore! Icons and Decision-Making Controls
- Investigate! Android Lists, Arrays, and Web Browsers
- Jam! Implementing Audio in Android Apps
- Reveal! Displaying Pictures in a GridView
- Design! Using a DatePicker on a Tablet
- Customize! Navigating with a Master/Detail Flow Activity on a Tablet
- Move! Creating Animation
- Discover! Persistent Data
- Finale! Publishing Your Android App

**Teaching Philosophy**

**Instructor's Role** - The instructor serves as facilitator in the learning process:

- Creating exciting learning opportunities for the students
- Assigning readings & challenging projects
- Assessing students' work

**Student's Role** - Students (you!) should be active participants in the learning process:

- Checking Canvas daily for updates
- Submitting assignments in Canvas (by due date)
- Contacting the Instructor of issues or questions as soon as they arise.

**Grading Policy**

**Grading Policy:**

- A: 90% – 100%
- B: 80% – 90%
- C: 70% – 80%
- D: 60% – 70%
- F: 60% – 0%

**Graded Learning Activities/Assignments in this course:**

<table>
<thead>
<tr>
<th>Assessment Type</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>Discussions/Quizzes</td>
<td>25%</td>
</tr>
<tr>
<td>Weekly Programming Projects from the book</td>
<td>30%</td>
</tr>
<tr>
<td>Individual Final project</td>
<td>45%</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>100%</strong></td>
</tr>
</tbody>
</table>
1. All homework assignments are expected to be received on the date and time specified per schedule.
2. Late assignments will not be accepted.

Things to do the first week!

- Complete the mandatory confirmation of attendance assignment on Canvas
- Read the Syllabus – look at the schedule on Canvas for assignments and due dates
- Buy the textbook
- Log onto Canvas, read what is posted and check your email (check this daily)
- Read all posted Assignments on Canvas

**Validation:** Students may be contacted by the instructor via email or Canvas. In some cases, the instructor may ask a student to visit his office in order to validate the student’s performance in online tests, assignments, and quizzes.

**COURSE EVALUATION**

<table>
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<tr>
<th>Attendance-Participation</th>
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</thead>
<tbody>
<tr>
<td>Discussions</td>
</tr>
<tr>
<td>Quizzes</td>
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<tr>
<td>Projects</td>
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**Grading Criteria for assignments and tests.**

- Please see the university catalog for information.
- Students have a full-week to complete the tasks; therefore, no late assignments or examinations will be accepted–except for the authorized and excused absence specified in the university catalog. A student who seeks an authorized or excused absence must submit documentation (such as a physician’s note) to the instructor.
- Please be aware that being "dropped by the University for not paying the full tuition" is NOT a reason for an authorized and excused absence specified in the university catalog.
- An emergency situation such as unavailability of CANVAS or SAM (due to network problems) will be considered by the instructor on a case by case basis.

**Policy regarding missed tests or assignments**

To assure that your e-mails are delivered, you must use either Eagle e-mail or Canvas messaging to communicate with the instructor and other students.

**Last day to drop/withdraw without academic penalty**

Please find the information at [http://www.fgcu.edu/Registrar/academiccalendar.asp](http://www.fgcu.edu/Registrar/academiccalendar.asp)

**University Statements**

### Academic Behavior Standards and Academic Dishonesty

All students are expected to demonstrate honesty in their academic pursuits. The university policies regarding issues of honesty can be found in the FGCU Student Guidebook under the Student Code of Conduct and Policies and Procedures sections. All students are expected to study this document which outlines their responsibilities and consequences for violations of the policy. The FGCU Student Guidebook is available online at [http://student-services.fgcu.edu/judicialaffairs/new.html](http://student-services.fgcu.edu/judicialaffairs/new.html).

Sanctions for academic dishonesty may include receiving an “F” in this course – FGCU may impose additional penalties. Any incidents of academic dishonesty may be referred to the FGCU Office of Judicial Affairs. Please look up the definition of plagiarism – it includes copying something off the Internet & submitting it as your own work.

Some examples of what is **NOT** acceptable:

- Working with another student & turning in the same work (e.g. tests, papers, spreadsheet, database, etc).
- Emailing or posting your work to let someone else “just see how you did it”.
- Copying someone’s assignment or copying something from a book or the Internet.
- Giving or receiving help from someone (in person, on line or on the phone) during an online test.
- Telling someone else what is on a test.
- Collaborating on the final exam

Examples of what is acceptable:

- Discussing how to approach an assignment with another student.
- Showing someone where they might have made a mistake on an assignment.
- Asking the professor for assistance.
University Nondiscrimination Statement
Florida Gulf Coast University is committed to ensuring equity and fairness for all University employees, students, visitors, vendors, contractors and other third parties. As such, the University prohibits discrimination on the bases of race, color, national origin, ethnicity, religion, age, disability, sex (including sexual harassment/assault), gender identity/expression, marital status, sexual orientation, veteran status or genetic predisposition with regard to admissions, employment, programs or other activities operated by the University. This prohibition extends to enforcement of Title IX of the Education Amendments of 1972. Questions or complaints should be directed to the Office of Institutional Equity and Compliance (OIEC). The OIEC’s phone number is (239)745-4366; the OIEC email address is OIEC@fgcu.edu.

Disability Accommodations Services
Florida Gulf Coast University, in accordance with the Americans with Disabilities Act and the university’s guiding principles, will provide classroom and academic accommodations to students with documented disabilities. If you need to request an accommodation in this class due to a disability, or you suspect that your academic performance is affected by a disability, please see me or contact the Office of Adaptive Services. The Office of Adaptive Services is located in the Wellness Building. The phone number is 239-590-7956 or Video Phone (VP) 239-243-9453. In addition to classroom and campus accommodations, individuals with disabilities are encouraged to create their personal emergency evacuation plan and FGCU is committed to providing information on emergency notification procedures. You can find information on the emergency exits and Areas of Rescue Assistance for each building, as well as other emergency preparedness materials on the Environmental Health and Safety and University Police Department websites. If you will need assistance in the event of an emergency due to a disability, please contact Adaptive Services for available services and information.

Student Observance of Religious Holidays
All students at Florida Gulf Coast University have a right to expect that the University will reasonably accommodate their religious observances, practices, and beliefs. Students, upon prior notification to their instructors, shall be excused from class or other scheduled academic activity to observe a religious holy day of their faith. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence. Students shall not be penalized due to absence from class or other scheduled academic activity because of religious observances. Where practicable, major examinations, major assignments, and University ceremonies will not be scheduled on a major religious holy day. A student who is to be excused from class for a religious observance is not required to provide a second party certification of the reason for the absence.

Library Information
Online research guides:
Main page: http://library.fgcu.edu/
Faculty Support: http://library.fgcu.edu/faculty_index.html

Contact for Librarian
Regina Beard (rmbeard@fgcu.edu), Business Librarian is available by appointment for assistance with business research questions.

Service-Learning
Information on integrating service-learning into the course and course syllabus is available online at http://www.fgcu.edu/Connect/

Distance-Learning
Information on distance learning courses is available online at http://itech.fgcu.edu/distance/
Information on online tutorials to assist students is available online at http://www.fgcu.edu/support/Approved
Canvas Learning Management System and Demonstration Site Information on Canvas is available online at http://canvas.fgcu.edu/ and https://fgcu.instructure.com/courses/7692

How To Log Into the Course in CANVAS
• Activate your FGCU EagleMail Account (if you have not done this yet). Your FGCU EagleMail account MUST be activated to log in to Canvas. If you are a first time student, you will need your PIN and Eagle ID, both of which are assigned at registration.
  o If you don’t know your PIN, you will need to go to the Registrar's office to retrieve it.
  o To activate your account, visit http://admin.fgcu.edu/IS/applications/studentaccts/activate.asp.
  o Log in to Canvas at http://canvas.fgcu.edu/. You need to use FGCU EagleMail account and password to log in; expand, if not displayed; Click CGS1100

“The first rule of any technology used in a business is that automation applied to an efficient operation will magnify the efficiency. The second is that automation applied to an inefficient operation will magnify the inefficiency.” Bill Gates