

<b>Subject code:</b> M.6(4)	<b>Subject name:</b> Mobile Application Interfaces		
<b>Study load:</b> 5 ECTS	<b>Load of contact hours:</b> 60	<b>Study semester:</b> Spring	<b>Assessment:</b> 5-points grade credit
<b>Objectives:</b>	<p>The purpose of mastering the discipline is to study the basic principles of organizing the interaction of mobile applications with systems in the operational environment, including the runtime environment and the end user, as well as mastering the primary skills of designing and building interfaces for mobile applications. At the end of the course, the student should be able to design and implement mobile application interfaces.</p>		
<b>Course outline:</b>	<p>Topics covered:</p> <ol style="list-style-type: none"> <li>1. Introduction to the basics of developing mobile application interfaces and introducing key concepts</li> <li>2. Introduction to the design of mobile application interfaces</li> <li>3. Introduction to the development of mobile application interfaces</li> <li>4. Introduction to working with interface design tools for mobile applications</li> <li>5. Introduction to working with interface development tools for mobile applications</li> <li>6. Design of mobile application interfaces</li> <li>7. Introduction to working with design tools for mobile application interfaces</li> <li>8. Design and development templates for mobile application interfaces</li> <li>9. Analysis of mobile application interfaces</li> <li>10. Introduction to working with analysis tools for mobile application interfaces</li> <li>11. Introduction to updating, finalizing and supporting mobile application interfaces</li> </ol> <p>Contact lessons will be divided into two parts: and workshops with individual and team tasks.</p>		
<b>Learning Outcomes:</b>	<p>In the end of the course students have achieved following skills:</p> <ol style="list-style-type: none"> <li>1. Knowledge, skills and basic skills of designing interfaces of mobile applications.</li> <li>2. Knowledge, skills and basic skills of developing mobile application interfaces.</li> <li>3. Basic knowledge in the field of analysis, support and refinement of existing interfaces of mobile applications.</li> </ol>		

	4. The development of existing technologies, templates and tools used when working with mobile application interfaces.
<b>Assessment Methods:</b>	Assessment of knowledge, skills characterizing the stages of formation of competencies in the framework of the study of discipline is carried out during the current and intermediate certification. The current certification is carried out in the form of a written-oral survey (individual). Interim certification includes theoretical questions that allow you to assess the level of knowledge gained and the protection of the test, allowing you to assess the degree of formation of skills. When evaluating, quality grading scales are used.
<b>Teacher(s):</b>	Vyacheslav Tarasov
<b>Prerequisite subject(s):</b>	1. Mobile application development
<b>Compulsory Literature:</b>	Mobile First (Luke Wroblewski). Mobile Usability (Jakob Nielsen and Raluca Budiu). Designing Mobile Interfaces: Patterns for Interaction Design (Steven Hooper and Eric Berkman). Simple and Usable Web, Mobile, and Interaction Design (Giles Colborne). Designing Search: UX Strategies for eCommerce Success (Greg Nudelman).
<b>Replacement Literature:</b>	Designing Voice User Interfaces: Principles of Conversational Experiences (Cathy Pearl) Essential Mobile Interaction Design: Perfecting Interface Design in Mobile Apps (Cameron Banga and Josh Weinhold)
<b>Participation requirements:</b>	Java, Android development experience.
<b>Independent work:</b>	<ol style="list-style-type: none"> <li>1. Git</li> <li>2. Figma</li> <li>3. Miro</li> </ol>
<b>Grading criteria scale or the minimal level necessary for passing the subject:</b>	<b>Points distribution:</b> Excellent - Adequate knowledge of the material: correct and specific answers, without gross errors, to basic questions, with possible inaccuracies in individual answers; Good - Adequate knowledge of the material: correct and specific, no gross errors answers to basic questions, two or three gross errors. Satisfactory - There are a number of errors in the student's response, but there is orientation in

	the subject Unsatisfactory - Poor ownership of the material: the answer is incorrect, lack of orientation in the subject
<b>Information about the course:</b>	Room ____, on ____ at ____
<b>1) Date 1</b>	<b>Lecture 1</b> Classroom presentation: to analyze the purpose and materials of the course, the need to study the course Homework: learning course objectives
<b>2) Date 2</b>	<b>Interface Design Workshop 1</b> Students presentations: presentation of examples of mobile application interfaces Classroom test: learning course definitions and goals
<b>3) Date 3</b>	<b>Lecture 2</b> Classroom presentation: designing mobile application interfaces Homework: select and describe the subject area of the mobile application, the interface for which will be developed
<b>4) Date 4</b>	<b>Interface Design Workshop 2</b> Students presentation: presentation of selected subject areas of mobile applications Classroom test: test for the design of mobile application interfaces
<b>5) Date 5</b>	<b>Lecture 3</b> Classroom presentation: mobile app interface design tools Homework: develop a mobile application interface using learned tools
<b>6) Date 6</b>	<b>Interface Design Workshop 3</b> Group presentation: development of mobile application interfaces Classroom test: testing on interface design tools for mobile applications (3 points)
<b>7) Date 7</b>	<b>Lecture 4</b> Classroom presentation: basic design concepts Homework: testing on mobile application development tools (3 points)
<b>8) Date 8</b>	<b>Interface Design Workshop 4</b> Students presentations: presentation of developed mobile application interfaces (10 points)
<b>9) Date 9</b>	<b>Lecture 5</b> Classroom presentation: an introduction to basic concepts and design elements Homework: think design for mobile app interface
<b>10) Date 10</b>	<b>Interface Design Workshop 5</b> Students presentations: familiarization with tools for developing a mobile app interface design Classroom test: testing on basic concepts and design concepts (3 points)
<b>11) Date 11</b>	<b>Lecture 6</b> Classroom presentation: continuing to learn tools for developing a mobile app interface design

	Homework: develop a design for the mobile application interface (5 points)
<b>12) Date 12</b>	<b>Interface Design Workshop 6</b> Students presentations: presentation of developed designs Classroom test: testing on design development tools (3 points)
<b>13) Date 13</b>	<b>Lecture 7</b> Classroom presentation: familiarization with design patterns Homework: implement an interface design pattern
<b>14) Date 14</b>	<b>Interface Design Workshop 7</b> Classroom test: design pattern test Students presentations: present implemented interface design patterns
<b>15) Date 15</b>	<b>Lecture 8</b> Classroom presentation: concepts used in analyzing mobile application interfaces
<b>16) Date 16</b>	<b>Interface Design Workshop 8</b> Classroom test: test on the analysis of mobile application interfaces (7 points) Group classroom task: select applications for analysis
<b>17) Date 17</b>	<b>Lecture 9</b> Classroom presentation: a study of the tools used to analyze the interfaces of mobile applications. Homework: conduct a collective analysis of the presented mobile applications
<b>18) Date 18</b>	<b>Interface Design Workshop 9</b> Classroom test: testing on tools for analyzing mobile application interfaces Students presentations: presentation of the results of a collective analysis of the presented mobile applications
<b>19) Date 19</b>	<b>Lecture 10</b> Classroom presentation: familiarization with the support of the developed mobile application interface Homework: explore lesson materials
<b>20) Date 20</b>	<b>Interface Design Workshop 10</b> Classroom test: test to support the developed interface Students presentations: collect examples of support for the developed interface
<b>21) Date 21</b>	<b>Lecture 11</b> Classroom presentation: familiarization with the refinement of the interface
<b>22) Date 22</b>	<b>Interface Design Workshop 11</b> Classroom test: testing on features of support and refinement of the interface Classroom individual task: finalize the developed interface (5 points)
<b>23) Date 23</b>	<b>Lecture 12</b> Homework: analysis of examples of mobile application interfaces of large firms and companies
<b>24) Date 24</b>	<b>Interface Design Workshop 12</b> Classroom test: testing to identify best practices for creating an interface Students presentations: demonstrate the features of selected examples

<b>25) Date 25</b>	<b>Lecture 13</b> Classroom presentation: parsing examples of failed interfaces Homework: parsing examples of failed interfaces mobile applications
<b>26) Date 26</b>	<b>Interface Design Workshop 13</b> Individual task: develop successful and unsuccessful interfaces (5 points) Students presentations: provide examples of failed mobile application interfaces
<b>27) Date 27</b>	<b>Lecture 14</b> Classroom presentation: parsing the use of fonts and colours for interfaces Homework: make out lecture materials
<b>28) Date 28</b>	<b>Interface Design Workshop 14</b> Students presentations: provide examples of successful use of fonts and colours (5 points) Group classroom task: working with colours when developing a mobile application interface Homework: apply the acquired knowledge to an existing developed interface (10 points)
<b>34) Date 29</b>	<b>Interface Design Workshop 15</b> Classroom test: generalized test based on course materials (7 points)
<b>36) Date 30</b>	<b>Interface Design Workshop 16</b> Students presentations: demonstration of final projects (10 points)