Mobile Development Associate of Science

Degree Type
Associate of Science
Environment
online
Program Length
64 weeks
Overview
The Mobile Development curriculum addresses the need for professional software developers who can create innovative mobile applications for today's cell phones, tablet computers, and other portable devices. As a student in the program, you will be presented with a thorough, evolving curriculum that provides a complete study of the processes used in professional application production. You will be taught how to locate potential industry needs, research your user base, design the visual aesthetics and interactivity of your application, and use your research to create a comprehensive software plan. Technical courses cover the actual production of that concept, and you will learn standard programming languages for the Android and Apple mobile operating systems. You will expand on that architecture by learning how to implement audio and visual assets and balance the usability of your interface—whether it's for a business application or a game—to create the perfect user experience. You will also benefit from foundational courses that cover topics in statistics and leadership. The combination of this material will help you build a foundation as a well-rounded software developer capable of working on a variety of mobile content.
Objective
Associate's Objective The objective of the Mobile Development Associate of Science degree program is to provide you with the focused knowledge and understanding of mobile design and development and the usability concepts needed to qualify for entry-level industry positions in mobile-app support, enterprise software support, web development, and mobile development. In addition to technical proficiency and creative development, your education will help you develop critical-thinking, problem-solving, and analytical skills that contribute to lifelong learning and will provide you with tools to help sustain a long and productive professional career in the technology industry.

Month 1

Month 1

Code	Title	Credit Hours
GEN1011	Creative Presentation	3.0

Month 2

Month 2

Code	Title	Credit Hours
DEP1013	Psychology of Play	3.0

Month 3

Month 3

Code	Title	Credit Hours
TEM1001	Technology in the Entertainment and Media Industries	4.0

Month 4

Month 4

Code	Title	Credit Hours
MAD1100	Discrete Mathematics	4.0

Month 5

Month 5

Code	Title	Credit Hours
DEV1000	Introduction to Development I	4.0

Month 6

Month 6

Code	Title	Credit Hours
DEV2000	Introduction to Development II	4.0

Month 7

Month 7

Code	Title	Credit Hours
DEV2300	Application Development	4.0

Month 8

Month 8

Code	Title	Credit Hours
ADF119	Project and Portfolio I: Application Development Fundamentals	3.0

Month 9

Month 9

Code	Title	Credit Hours
ENC1101	English Composition I	4.0

Month 10

Month 10

Code	Title	Credit Hours
DEV2700	Application Architecture	4.0

Month 11

Month 11

Code	Title	Credit Hours
PHY1020	Fundamentals of Physical Science	4.0

Month 12

Month 12

Code	Title	Credit Hours
DEV1424	Emerging Interface Design	3.0
MDV1111	Professional Development Seminar I: Mobile Development	1.0

Month 13

Month 13

Code	Title	Credit Hours
DEV2318	Interfaces and Usability	3.0

Month 14

Month 14

Code	Title	Credit Hours
DEV2500	Interface Programming	4.0

Month 15

Month 15

Code	Title	Credit Hours
ENC2110	Technical Writing	4.0

Month 16

Month 16

Code	Title	Credit Hours
MDV228	Project and Portfolio II: Mobile Development	3.0
MDV2222	Professional Development Seminar II: Mobile Development	1.0
	Total Credit Hours	**60**

Please Note

- This program is approved for campus and online; currently only enrolling online.