Mobile App Development Intro

Daria Tsoupikova

1-2pm
Introduction – class goals and overview – syllabus and schedule
Course mechanics, website and logistics

2-3pm
Presentation - Text input/Keyboard

3-4pm
Class workshop session – keyboard implementation
Work in teams in breakout rooms

4-5pm
XD to Xcode (video tutorials review)
Workshop on XD to Xcode

Important changes and reminders

Mondays
1-6.40pm
Zoom and In-person

Consistency of short and long breaks unless meetings with clients:

- 2.00-2.15 short break
- 3-3.40 long break
- 4.45-5 –short break

Breakout rooms- Studio Time and group work

Problem Orientation

Work in teams
communication
project management
regular meetings
reports
 roles and tasks
progress documentation

Work with a client
research
stakeholder interviews
conduct market and
user research
UX and UI research
 user studies

DES 420

Design for Mobile:
user interface
interactivity
mobility
user experience (UX)
mobile media technologies

Design Process:
storyboard design
client presentations
iterative design
  development
incorporating client
  feedback
low & high fidelity
  prototypes

DES 421

Functional prototypes
Mobile interface design
Current practice:
development technologies
tools
frameworks
programming languages

Production process:
programming
scripting
debugging
uploading on the Cloud
collaborating with your team

Professional Practice II
Spring

Daria Tsoupikova

Hardware/Software

Mac OS 10.13.6+
2017+
No windows

XD Adobe

**Xcode (IB+Swift)
Swift**

Central Recourse

Course website (schedule, links, assignments)
http://www.evl.uic.edu/mad/421/

-Zoom link - class website

-Blackboard ("Bb") (announcements, grades, discussion boards)
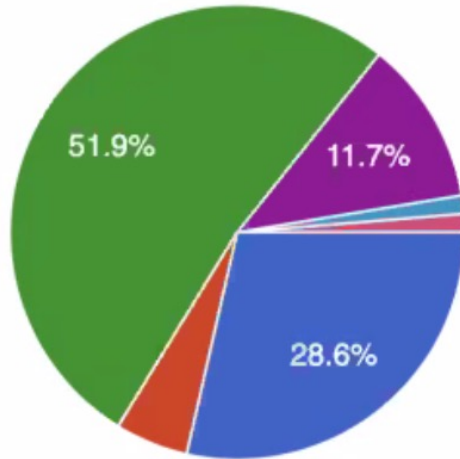
-Google Drive(class folder with all the files)

-Google Docs (editable documents) for our projects, discussions
and collaboration with clients

-Github (collaborative development) Spring 2023

What is your preferred platform for class announcements and written communication?

77 responses

- ● Slack
- ● Discord
- ● Microsoft Teams
- ● Email
- ● Blackboard
- ● combo email/ slack
- ● I think email is perfect for announcements but different places like box could be used for assignment info.

51.9%
11.7%
28.6%

Electronic Communication

Email announcements and reminders about assignments

Collaboration Software

Github (hard)

Xcode project Collaborative

Google Drive Team Folder

Google Docs – 2022 Team Meetings and Tasks document

No Slack
No Mural

Electronic Communication Mantra

If it's an announcement, grade, quiz or discussion it's on Blackboard;

if it's any material, link, assignment, date or video, it's on the class website;

if it's a file upload/download it's on our Goodle Drive.

Readings

iOS Programming. The Big Nerd Ranch Guide by Christian Keur, Aaron Hillegass, 7th edition

Beginning Xcode by Matthew Knott Daniel Bramhall

Mobile Usability by Jakob Nielsen and Raluca Budiu, New Riders

The Elements of User Experience: User-Centered Design for the Web by Jesse James Garrett

A Project Guide to UX Design: For user experience designers in the field or in the making by Russ Unger and Carolyn Chandler

Learn Xcode Tools for Mac OS X and iPhone Development by Ian Piper

Typographie by Emil Ruder, Arthur Niggli/Teufen

The Elements of Typographic Style by Robert Bringhurst, Hartley & Marks Publishers
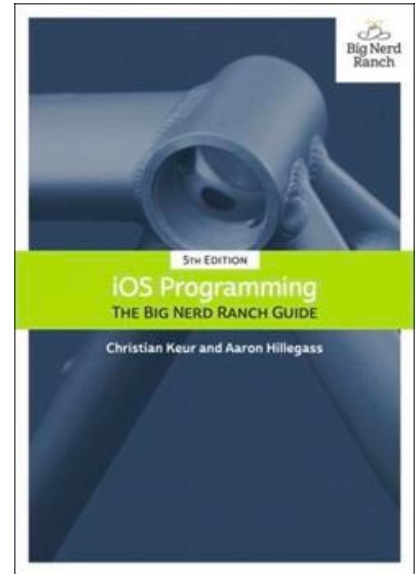
Evaluation

Team project, assignments (40%)

Team App
Assignments

discussions, quizzes, peer evaluation ($40%)
A1 Keyboard
quiz 1-5
Other Assignments

attendance & participation (20%)

Your willingness and ability to accept client &
faculty feedback
Collaboration
Contribution/participation/diacussions

Evaluation

9 work sessions

Attendance is mandatory
>2 absences – final grade reduction

late submissions will be penalized
by 15% grade reduction for the first day
10% for each day afterwards

Hardware failure is not an acceptable excuse for late
assignment.

You should always make a backup of your files.

Zoom Pre-class checklist

Take a moment to prepare your environment before our class

Use a wired internet connection, if possible.

Turn off all programs except zoom.

Clear your desktop.

Close out Outlook & turn off all notifications so that you aren't disrupted during session.

Set your display screen scaling & layout.

Zoom Pre-class checklist

Audio, video, lighting

- An HD webcam is preferred, but a new PC or tablet will have a good camera. Your camera should be stable at, or slightly above, eye level.

- Make sure your face is in good, even light, with no harsh backlight. Do not sit in front of a window. Your webcam will compensate, which will cause your face to look dim or dark.

- Reduce clutter & distracting/bright images in the background.

- Solid colors work best, please do NOT wear white. Avoid small prints, stripes, plaid, or patterns.

- Avoid noisy jewelry (necklaces, bracelets, earrings) as it can be distracting to the viewer.
  Quality audio is key to audience engagement. A quality headset microphone is preferred, but you can also use the microphone included in your computer.

- If using a headset microphone, be sure to keep it about a half inch off your face. Speaking up & keeping your level consistent will also help listeners set their volume correctly.

- Try to pick a space that is smaller and with soft walls such as curtains. It will keep the sound from bouncing around which will make your audio sound hollow.

Let's get started.