

# Santa Monica College

## Course Outline For GRAPHIC DESIGN 76, Mobile Design 2

Course Title: Mobile Design 2 Units: 3.00  
Total Instructional Hours (usually 18 per unit): 90  
Hours per week (full semester equivalent) in 2.00 In-Class Lab: 1.00 Arranged: 2.00  
Lecture:

Date Submitted: July 2014  
Date Updated: May 2015  
Transferability: Transfers to CSU  
IGETC Area:  
CSU GE Area:  
SMC GE Area:

Degree Applicability: Credit - Degree Applicable  
Prerequisite(s): GR DES 61  
and GR DES 75  
Pre/Corequisite(s): None  
Corequisite(s): None  
Skills Advisory(s): None

### I. Catalog Description

This design course focuses on designing apps for mobile touchscreen devices including smartphones and tablets. This class will use knowledge acquired in Mobile Design 1 to conceptualize, design, and implement interactive design prototypes for mobile devices at an intermediate level. Projects will include designing, user testing, and creating mobile app design prototypes. NOTE: This course is not a mobile app development or programming course. For such courses, please see our Computer Science course offerings.

### II. Examples of Appropriate Text or Other Required Reading: (include all publication dates; for transferable courses at least one text should have been published within the last five years)

1. Mobile Design Pattern Gallery: UI Patterns for Smartphone Apps, 2nd Edition, Neil, Theresa, O'Reilly Media © 2014, ISBN: 978-1449363635
2. Mobile First, Wroblewski, Luke, A Book Apart © 2011, ISBN: 978-1-937557-02-7

### III. Course Objectives

Upon completion of this course, the student will be able to:

1. Create a concept and strategy for a mobile app.
2. Complete process deliverables such as flow charts, wireframes and prototypes.
3. Design effective touch-based interactions.
4. Integrate design prototyping best practices.
5. Apply effective visual design to the mobile environment.
6. Demonstrate ability to create design prototypes using mobile app tools and/or technologies.
7. Conduct and effectively analyze a user-testing session.
8. Describe the basics of releasing a mobile app.

**IIIb. Arranged Hours Objectives:**

Upon completion of this course, the student will be able to:

1. Identify and apply an understanding of how to conduct a basic user-testing session.

**IV. Methods of Presentation:**

Critique , Group Work , Lecture and Discussion , Projects

**IVb. Arranged Hours Instructional Activities:**

Other (Specify)

Other Methods: The student will participate in online video tutorials and recommended resources related to user-testing.

**V. Course Content**

<u>% of course</u>	<u>Topic</u>
10%	Concept and strategy
10%	Information Architecture: flow charts and wireframes
20%	Mobile design prototyping best practices
20%	Mobile design prototyping tools and technologies
10%	Conducting a user-testing session
10%	Analyzing a user-testing session
10%	Creating design iterations
5%	Releasing an app: understanding the process
5%	Presentation and critique of projects
100%	Total

**Vb. Lab Content:**

<u>% of course</u>	<u>Topic</u>
50%	Critiques
50%	Team exercises
100%	Total

**VI. Methods of Evaluation: (Actual point distribution will vary from instructor to instructor but approximate values are shown.)**

<u>Percentage</u>	<u>Evaluation Method</u>
60 %	Projects - Midterm 30% Final 30%
10 %	Class Participation
30 %	Class Work - Assignments
100 %	Total

**VII. Sample Assignments:**

**Assignment 1:** Conduct a user-testing session for a mobile app.

Based on best practices outlined in course, conduct and analyze a user-testing session.

**Assignment 2:** Create a design prototype.

Based on user-testing observations and prototyping tool and technologies, create a successful design prototype of a mobile app.

**VIII. Student Learning Outcomes**

1. Exhibit strong academic behaviors including regular attendance, timeliness, participation in class activities, and adherence to the College Honor Code.
2. Conduct a user-testing session and utilize design iterations to create a successful design prototype for a mobile app.