Course Title	**DESIGN FOR MOBILE APPLICATIONS**				
Course Code	**CVC 410**				
Course Type	Visual Communication Elective				
Level	Bachelor				
Year / Semester	Year 4 / Semester 8				
Teacher's Name	Christos Andreou/Iasonas Iasonos				
ECTS	6	Lectures / week		Laboratories / week	3
Course Purpose and Objectives	☐ Provide with the knowledge and technical skills to design prepare and pr visuals and other elements for mobile applications. ☐ Enable students to research, to analyze, organize information and design (User Interface) environments according to the needs of a selected targe audience. ☐ Provide students a sequence of learning experiences and practical work focused on those applications of digital design where the primary aim is t develop and enhance the UX (User Experience) design. ☐ Enable students to develop a combination of skills (design & basic programming) necessary to create and prepare visual imagery for the scr and more specifically mobile devices. ☐ Provide with the knowledge and skills to utilize the appropriate tools in or manage and promote mobile app projects efficiently and creatively.				
Learning Outcomes	Upon completion of the course, students should be able to: • understand the complexity of issues when designing for digital media and more specifically UI(User Interface) environments • apply various methods that involve researching, planning designing, testing, developing and forwarding creative material to be used on mobile devices and more specifically for mobile app prototyping before any code is written • use audio visual materials in order to promote mobile app products via various mediums such as print material, digital video, motion graphics and the web. • be able to develop an advanced mobile app. prototype & assess project work development through comments discussions and group presentations				
Prerequisites	CVC208		Corequisites	None	
Course Content	**Design for mobile devices:** students are introduced to various image produc methods through a series of multimedia presentations.				

	Planning & Storyboarding for Interactive applications & Mobile Devices
	Format selection: students get familiarised with various screen sizes, mobile interfaces and their individual properties.
	Production techniques: students explore production methods in various forms of visual practice and learn how to develop, produce or transform media for screen based applications
Teaching Methodology	**Designing & Organising material for Mobile app**
	Lectures, demonstrations and screenings together with detailed critical and technical analysis at each stage of the creative process, engaging the students in the practice of organising, developing and creating imagery for mobile devices. Students are encouraged to research under the guidance of their tutor, aiming towards independent learning/knowhow, focusing to prepare the students for real life scenarios.
	Student centered practical work, personal research, realisation and manipulation in project work. Visual research and reading/viewing list. Online examples & slide/video screenings.
	Illustrated lectures, visual presentations, practical workshops,
	Illustrated lectures & workshops with emphasis on mobile app prototyping. Analysing visual examples through discussion and demonstrations in which the information imparted is put into practice.
	Screenings are used in order of analysing found material and understanding how they were created and produced as part of the learning process. These processes aim at helping students develop technical skills and personal aesthetics.
	Practical workshops introduce methodologies of effective use of various mobile prototyping tools(builders) and plug-ins. Through in-class practical design workshops and their research analysis, students are encouraged to experiment and expand their creative vision within the technical boundaries of the medium.
	Evaluation & Skills
	Development and production of given project week by week as a method of practicing techniques and gaining skills. Group critiques provide opportunities for students to share specific opinions, information and skills as well as discussing and evaluating the outcomes of project work and assignments.
Bibliography	Bibliographical References:
	1. Bowers M, Pro CSS and HTML Design Patterns, O'Reilly
	2. Data Flow: Visualising Information in Graphic Design by R. Klanten, N. Bourquin , 9 Sep 2008
	3. Data Flow: v. 2: Visualizing Information in Graphic Design) Edited by Robert Klanten, Edited by N. Bourquin, Edited by S. Ehmann, September, 2010

	Visual contemporary references on websites and web blogs: 1. http://www.webbyawards.com International website honoring excellence on the Internet including websites, interactive advertising and online film and video. 2. http://www.iacaward.org Internet Advertising Competition (IAC) Awards that produced by the Web Marketing Association to honor excellence in online advertising. 3. http://www.w3schools.com "*THE WORLD'S LARGEST WEB DEVELOPER SITE*" **Visual contemporary references on magazines:** Etapes, Creative Review, IdN, +design, Computer arts.
Assessment	Overall the course is evaluated as follows: **Final Assessment 34%** - Design Intelligence 40%, - Research and Methodology 20%, - Experimentation and Analysis 20% - Time management and Presentation 20% - **Course work 66%*** - Interim Critique 33% - Final Critique 33% - Students will be assessed on their ability to demonstrate their knowledge on the technical part on the digital design principles of designing screen-based material in order to achieve an aesthetically correct and effective outcome. Further students will be assessed on the quality of the individual work they had undertaken and the way their research and analytical skills combine together for the completion of the project. The Final Assessment is an individual procedure for each student where they present all the above-mentioned seamlessly. Special attention is given to the students' development over the semester period. Emphasis is also given to the quality of presentation both on an oral as well as a visual basis through the evaluation of the students own work and how it's presented to all the teaching staff. The final grade will be the result of all the assessment criteria mentioned above. • Class participation is also taken into consideration due to the nature of the course. The in class procedure is vital for each student for the completion of each project in order to complete the project requirements through the exercise process and the personal tutorials that take place several times during each project.
Language	English