MODULE HANDBOOK

Module Name	Mobile Computing		
Module level, if	Undergraduate		
applicable	Ondergraduate		
Code, if applicable	02143142045		
Subtitle, if applicable			
Courses, if applicable			
Semester(s) in which	5		
the module is taught	3		
Person responsible for	Endar Suprih Wihidayat		
the module			
Lecturer	Endar Suprih Wihidayat		
Language	Indonesian and English		
Relation to curriculum	Undergraduate degree program, compulsory course in 5th semester		
Type of teaching,	Undergraduate degree program, < 40 students		
contact hours			
Workload	Lectures: 2 x 50 = 100 minutes (1 hours 40 minutes) per week		
	Exercise and Assignments: 2 x 60 = 120 minutes (2 hours) per week		
	Private study: 2 x 60 = 120 minutes (2 hours) per week		
Credit points	2 SKS		
Requirements	A student must have attended at least 70% of the lectures to sit in the		
according to the	exams		
examination			
regulations			
Recommended			
Prerequisites			
Module	After completing this module, a student is expected to:		
objectives/intended	No Course Learning Outcome	PLO	
learning outcomes	1 Able to understand and skilled to create	PLO-11	
	multimedia applications with App Inventor		
	2 Able to understand	PLO-11	
	and skilled to create applications using		
	multiple sensors		
	3 Able to understand and skilled to create	PLO-11	
	applications using storage media (storage)		
	4 Able to understand and skilled to create	PLO-11	
	applications by utilizing social media		
Contant			
Content	This course teaches the basics of developing mobile-based applications or		
Study and	programs installed on smart devices, especially for Android smart devices.		
Study and examination	Forms of examination:	soomant Mathed	
examination	No Course Learning Outcome As	sesment Method	

requirements and forms of Examination	Able to understand and skilled to create multimedia applications with App Inventor Able to understand and skilled to create applications using multiple sensors Able to understand and skilled to create applications using storage media (storage) Able to understand and skilled to create applications by utilizing social media	
Media employed	LCD, Whiteboard, PowerPoint Slide Presentation, Practical Guidance Video, websites, etc.	
Reading list	 Head First, Android Development, Jonathan Simon, O'Reilly Media, 2011 App Inventor 2, 2nd Edition, David Wolber dkk, O'Reilly, 2014 http://ai2.appinventor.mit.edu/reference/components/ 	