

MODULE HANDBOOK

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

requirements and forms of Examination	1	Able to understand and skilled to create multimedia applications with App Inventor	Project (50%)
	2	Able to understand and skilled to create applications using multiple sensors	
	3	Able to understand and skilled to create applications using storage media (storage)	Project (50%)
	4	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	1. Head First, Android Development, Jonathan Simon, O'Reilly Media, 2011 2. App Inventor 2, 2nd Edition, David Wolber dkk, O'Reilly, 2014 3. http://ai2.appinventor.mit.edu/reference/components/		