



Course Introduction



Kjell Are Refsvik



January 9, 2012



IMT2551 Mobile Systems Fundamentals



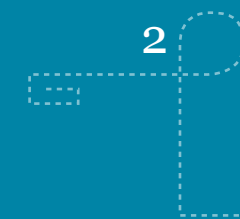
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<http://www.ansatt.hig.no/kjellr/imt2551>



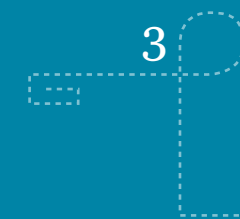
WHERE WE ARE NOW



1	No lectures
2	Course introduction
3	General background on mobile devices and solutions including context awareness
4	TBA
5	Being a professional developer of mobile software (Audun Vaaler)
6	HTML5 and CSS3
7	JavaScript and Javascript frameworks for mobile web/app developers (Jayson)
8	Project 1: Designing and building a mobile webpage/webapp
9	Project 1: Guidance
10	Project 1: Designing and building a mobile webpage/webapp
11	Project 1: Designing and building a mobile webpage/webapp
12	Project 1: Designing and building a mobile webpage/webapp
13	Accessibility and mobile devices
14	Easter holiday
15	Easter holiday
16	Project 2: Mobile accessibility
17	Project 2: Guidance
18	Project 2: Mobile accessibility
19	Project 2: Mobile accessibility
20	Mobile systems and devices in media production 1 (Emil?)
21	-
22	-
23	Week 23 June 8 Exam (written, 3 hours from 09.00-12.00). Room number will be announced in StudWeb.



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TODAY'S GOAL

After this lecture and its activities, you should be able to:

- Have a good understanding about what we will do and how we will do it
- Have enough information so that you can start configuring the services at hig.no on a mobile device
- Have information about how to become a part of a social network in the class

ME



Kjell Are Refsvik, 42y

M.Sc. - Design of Digital Environments

Study Programme Coordinator -
BA - Media Production

Using several devices daily to do a
number of things. More on that later.

YOU



Your name?

Previous use of mobile devices?

Own a smartphone? OS/Make/model?

What do you expect to get out of this course?

THIS COURSE

- Challenging (7hrs+/week workload)
- Fun (get to play with mobile devices and discuss their importance)
- Relevant (build and analyse)
- Language: English

PROJECTS (DONE INDIVIDUALLY)



1. Design, build and test



2. Analyse accessibility

DESIGN, BUILD AND TEST WEB SITE OR WEB APP



Design, build and test a site using your smartphone and open web standards

Using material you get from the lectures and the book

Document everything in a report.

ANALYSE ACCESSIBILITY AND SUGGEST IMPROVEMENTS



What is accessibility?
Why is it important?
Are there defined rules?

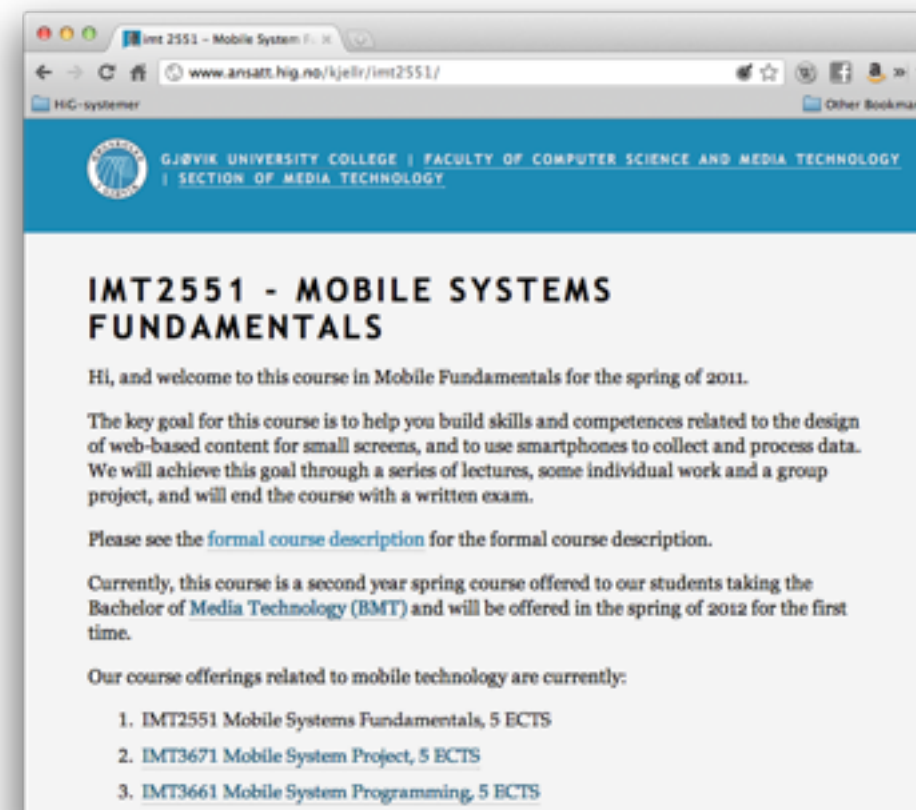
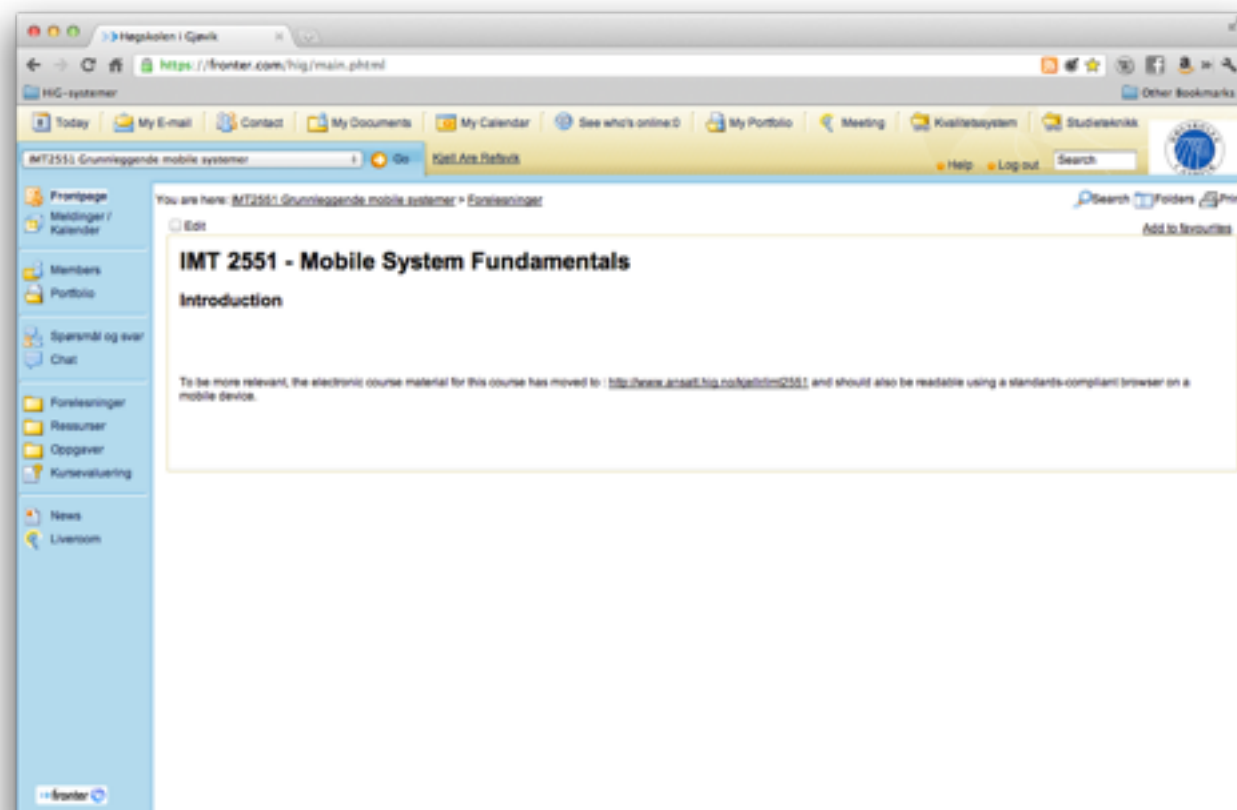
Pick online service on GuC network
Analyse. How smarthone accessible it is?
Propose improvements

Document everything in a report

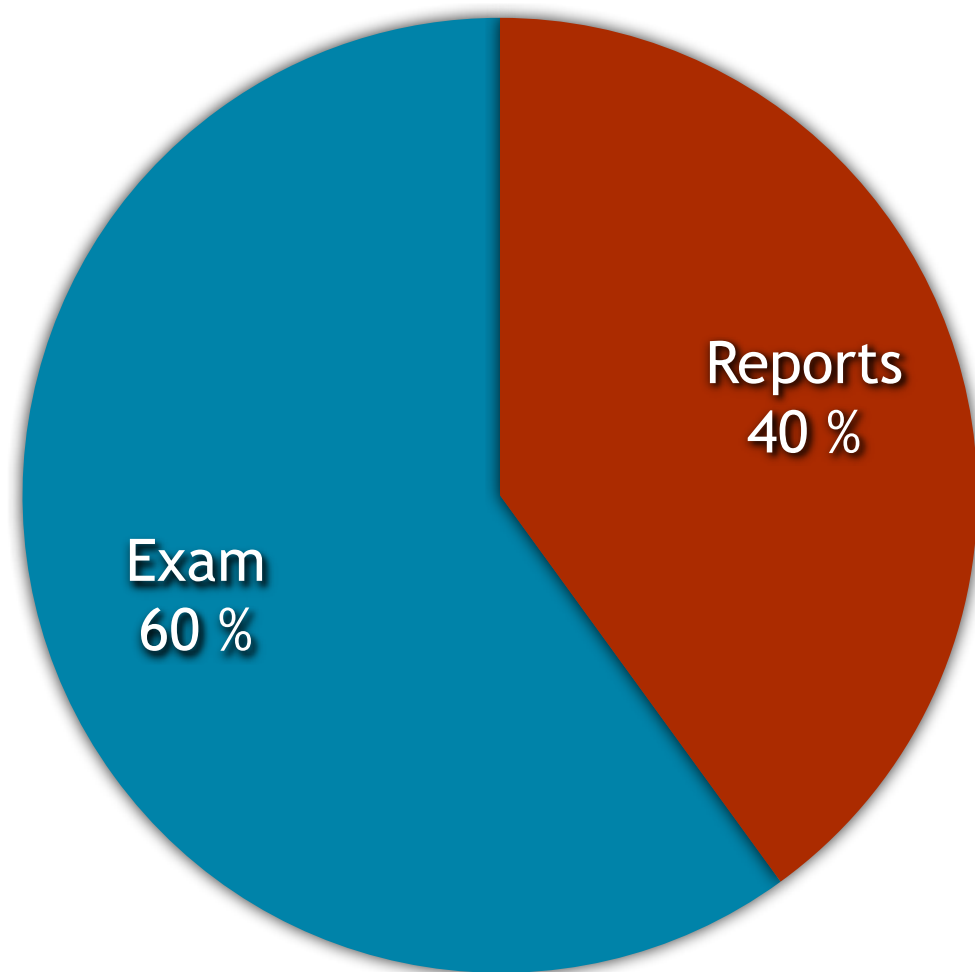
SOCIAL



INFORMATION IN THIS COURSE



GRADING IN THIS COURSE



THE COMING WEEK

Getting access to a smartphone

Setting up eduroam to make it easier to connect to wifi

Setting up email

Setting up a twitter account and post a message on #imt2551

Buying the book and starting reading first chapter



CONTACT INFORMATION

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Available -