



**UNIVERSITAS NEGERI YOGYAKARTA**  
FACULTY OF MATHEMATICS AND NATURAL SCIENCES  
DEPARTMENT OF MATHEMATICS EDUCATION

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**Bachelor of Science in Mathematics**

**MODULE HANDBOOK**

Module name:	Mobile Device Programming
Module level,if applicable:	Undergraduate
Code:	MAT6335
Sub-heading,if applicable:	-
Classes,if applicable:	-
Semester:	6 <sup>th</sup>
Module coordinator:	Bambang SHM, M.Kom.
Lecturer(s):	Bambang SHM, M.Kom.
Language:	Bahasa Indonesia
Classification within the curriculum:	Compulsory course
Teaching format / class hours perweekduring the semester:	150 minutes lectures and 180 minutes structured activities per week.
Workload:	Total workload is 136 hours per semester which consists of 150 minutes lectures, 180 minutes structured activities, and 180 minutes self-study per week for 16 weeks.
Creditpoints:	3
Prerequisites course(s):	Algorithm and Programming (MAT6310)
Course outcomes:	After taking this course the students have ability to: CO1. Demonstrate collaborative attitude and independence in carrying out individual tasks and group assignments CO2. Mastering the concepts and basics programming of mobile devices CO3. Use Eclipse and Flash Lite assistive software

	<p>CO4. Develop applications on mobile devices by applying syntax and appropriate programming rules to solve mathematical problems.</p> <p>CO5. Make a simple program project.</p>																									
Content:	<p>This course discusses the basic of mobile devices programming by referring to the concept and design of application development on mobile devices; related to database management, external activity, animation and video using Eclipse and Flash Lite development software.</p>																									
Study/exam achievements:	<p>CO1: Attitude assessment is carried out at each meeting by observation and / or self-assessment techniques using the assumption that basically every student has a good attitude. The student is given a value of very good or not good attitude if they show it significantly compared to other students in general. The result of attitude assessment is not a component of the final grades, but as one of the requirements to pass the course. Students will pass from this course if at least have a good attitude.</p> <p>The final mark will be weight as follow:</p> <table border="1" data-bbox="673 1199 1429 1675"> <thead> <tr> <th>No</th> <th>CO</th> <th>Assesment Object</th> <th>Assessment Techniques</th> <th>Weight</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>CO 2</td> <td>Presentation</td> <td>Observation</td> <td>10%</td> </tr> <tr> <td>2</td> <td>CO 3 and CO 4</td> <td>a. Individual assignments b. group assignments c. MID d. Final Exam</td> <td>Written test</td> <td>10% 10% 25% 30%</td> </tr> <tr> <td>3</td> <td>CO 5</td> <td>Presentation and Project</td> <td>Observation</td> <td>15%</td> </tr> <tr> <td colspan="4" style="text-align: right;">Total</td> <td>100%</td> </tr> </tbody> </table>	No	CO	Assesment Object	Assessment Techniques	Weight	1	CO 2	Presentation	Observation	10%	2	CO 3 and CO 4	a. Individual assignments b. group assignments c. MID d. Final Exam	Written test	10% 10% 25% 30%	3	CO 5	Presentation and Project	Observation	15%	Total				100%
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Forms of media:	Board, LCD Projector, Laptop/Computer																									
Literature:	<ol style="list-style-type: none"> <li>Jonathan Simon (2011), <i>Head First Android Development (e-book)</i>, USA: O'Reilly Media Inc.</li> <li>Adobe Systems Incorporated (2008), <i>Developing FLASH</i></li> </ol>																									

