

Rochester INSTITUTE OF TECHNOLOGY

Minor Program proposal form

Golisano College of computing  
and information sciences

**Information Sciences and Technologies**

**Name of Minor:** Mobile Design and Development for Non-Computing Majors

**Brief description of the minor to be used in university publications**

|  |
| --- |
| The minor in mobile design and development will provide non-computing students with a firm foundation in designing applications for mobile devices. There is an explosion in the types and amount of mobile devices. This program is designed to provide the students with the ability to design and implement cross-platform applications. This minor is closed to students in any GCCIS Degree Program. |

**1.0 Minor Program Approvals**

|  |  |  |
| --- | --- | --- |
|  | Approval request date: | Approval granted date: |
| Academic Unit Curriculum Committee | March 10, 2015 | Brian Tomaszewski |
| College Curriculum Committee | April 3, 2015 | Michael Yacci |
| Inter-College Curriculum Committee | April 8, 2015 | 4/8/2015 |

**2.0 Rationale:**

A minor at RIT is a related set of academic courses consisting of no fewer than 15 semester credit hours leading to a formal designation on a student's baccalaureate transcript

How is this set of academic courses related?

|  |
| --- |
| These courses bring together the core principles of designing and creating cross-platform applications for mobile devices of varying types and operating systems. They take into account principles dealing with the user experience as well as the context in which the devices are being used.  Since this collection of courses is directed at non-computing majors, students taking courses in programming, web & mobile courses would add to the breadth and depth of their educational experience. |

**3.0 Multidisciplinary involvement:**

If this is a multidisciplinary minor spanning two or more academic units, list the units and their role in offering and managing this minor.

|  |
| --- |
| N/A |

**4.0 Students ineligible to pursue this minor:**

The purpose of the minor is both to broaden a student's college education and deepen it in an area outside the student’s major program. A minor may be related to and complement a student’s major, or it may be in a completely different academic/professional area.   It is the responsibility of the academic unit proposing a minor and the unit’s curriculum committee to indicate any home programs for which the minor is not a broadening experience.

Please list below any home programs whose students will not be allowed to pursue this minor, provide the reasoning, and indicate if this exclusion has been discussed with the affected programs:

|  |
| --- |
| This minor is not available to students whose home programs are in GCCIS. There is another mobile development minor available for GCCIS students which is tailored to their needs and background. This minor and the courses and their sequencing are designed to teach its students the programming and other computing skills needed since they will not be learning such skills as part of their major. |

**5.0 Minor Program Structure, Sequence and Course Offering Schedule:**

Describe the structure of the proposed minor and list all courses, their anticipated offering schedule, and any prerequisites.

* All minors must contain at least fifteen semester credit hours;
* Minors may be discipline-based or interdisciplinary;
* In most cases, minors shall consist of a minimum of two upper division courses (300 or above) to provide reasonable breadth and depth within the minor;
* As per New York State requirements, courses within the minor must be offered with sufficient frequency to allow students to complete the minor within the same time frame allowed for the completion of the baccalaureate degree;
* Provide a program mask showing how students will complete the minor.

Narrative of Minor Program Structure:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| A student in the proposed minor will need to complete the following 5 courses. Of the 5 courses, the first 2 can be taken in any order or concurrently (ISTE-120 & ISTE-140), the third & fourth courses (ISTE-240 & ISTE-260) should be taken after the first two are completed, and the final course (ISTE-252) should be taken after the first four are completed.   |  |  |  | | --- | --- | --- | | Course 1&2: | ISTE-120  Computational Problem Solving in the Information Domain I | ISTE-140  Web & Mobile I | | Course 3&4: | ISTE-260  Designing the User Experience | ISTE-240  Web & Mobile II | | Courses 5: | ISTE-252  Foundations of Mobile Design | |   The minor can be completed in 3 terms. |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Course Number & Title | SCH | Required | Optional | Fall | Spring | Annual/Biennial | Prerequisites |
| ISTE-120 Computational Problem Solving in the Information Domain I | 3 | X |  | X | X | A | None |
| ISTE-140 Web & Mobile I | 3 | X |  | X | X | A | None |
| ISTE-240 Web & Mobile II | 3 | X |  | X | X | A | ISTE-120;  ISTE-140 |
| ISTE-260 Designing the User Experience | 3 | X |  | X | X | A | ISTE-140 |
| ISTE-252 Foundations of Mobile Design | 3 | X |  | X | X | A | ISTE-240 |

|  |  |
| --- | --- |
| Total credit hours: | 15 |