

Rochester INSTITUTE OF TECHNOLOGY

Minor Program proposal form

Golisano College of computing
and information sciences

**Information Sciences and Technologies**

**Name of Minor:** Mobile Development for Computing Majors

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

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| The minor in mobile development will provide students enrolled in computing degree programs with the experience of designing and creating compelling native applications for mobile devices. Smartphones are outselling desktop computers. New mobile devices of varying sizes, types and uses are being created everyday for both businesses and personal use and contexts. Developers are needed to create applications for these needs that perform well on the major mobile platforms. |

**1.0 Minor Program Approvals**

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|  | 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?

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| These courses bring together the core principles of application design and creating native applications for mobile devices of varying sizes, interfaces, purposes, types and operating systems. They take into account the whole process of developing applications for these devices from the user experience to the context in which the devices are being used. These courses teach the design and development of both native and hybrid applications for the major mobile device platforms. |

**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.

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| 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:

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| Students in the BS Information Technology degree program are precluded from pursuing this minor, since four of this minor’s required courses also are required courses in the BS IT program. |

**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:

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| A student in the proposed minor will need to complete the following 5 courses. Of the 5 courses, the first two (ISTE-140 & ISTE-240) need to be taken in order, the third & fourth courses (ISTE-340 & ISTE-252) can be taken after ISTE-240 is completed, and the final course (ISTE-454 OR ISTE-456) can be taken after the first four are completed.

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| Course 1: | ISTE-140Web & Mobile I |
| Course 2:  | ISTE-240Web & Mobile II |
| Course 3&4: | ISTE-340Client Programming | ISTE-252Foundations of Mobile Design |
| Courses 5: | ISTE-454Mobile Application Dev I | -OR- | ISTE-456Mobile Application Dev II |

The minor can be completed in 4 terms.It should be noted that students enrolled in other GCCIS degree programs will need to have completed the first course in their year-long programming sequence before they are able to take ISTE-240. |

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| Course Number & Title | SCH | Required | Optional | Fall | Spring | Annual/Biennial | Prerequisites |
| ISTE-140Web & Mobile I | 3 | x |  | x | x | A | None |
| IGME-230 can be substituted for ISTE-140 |
| ISTE-240Web & Mobile II | 3 | x |  | x | x | A | ISTE-120;ISTE-140; |
| IGME-330 can be substituted for ISTE-240 |
| ISTE-340Client Programming | 3 | x |  | x | x | A | ISTE-240 |
| ISTE-252 Found of Mobile Design | 3 | X |  | X | X | A | ISTE-240 |
| ISTE-454Mobile App Dev I | 3 | X |  | X | X | A | ISTE-252; ISTE-340 |
| ISTE-456Mobile App Dev II | 3 | X |  | X | X | A | ISTE-252; ISTE-340 |
| Either ISTE-454 OR ISTE-456 can be taken for the final course |

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| Total credit hours: | 15 |