

**SYLLABUS**

# **Android Game and Application Development 7.5 credits S0020D**

**Spel- och applikationsutveckling på Android**

**Course syllabus admitted: Spring 2013 Sp 3 - Spring 2014 Sp 4**

**DECISION DATE  
2011-12-21**

# Android Game and Application Development 7.5 credits

## S0020D

### Spel- och applikationsutveckling på Android

#### First cycle, S0020D

Education level	Grade scale	Subject	Subject group (SCB)
First cycle	G U 3 4 5	Mobila system	Computer Technology

## Entry requirements

In order to meet the general entry requirements for first cycle studies you must have successfully completed upper secondary education and documented skills in English language and Intermediate to advanced programming knowledge, including object oriented programming, and algorithms and data structures, corresponding to at least 7.5HP, recommended is knowledge in Java programming.

## Selection

The selection is based on 1-165 credits.

## Examiner

Johannes Hirche

## Course Aim

The goal of the course is to introduce the student to the Android operating system and Android SDK and to give the knowledge required for creating own applications. You will learn to use the Android APIs and how to implement components like activities, services and widgets as well as how to do graphics programming, use sound and access sensors.

## Contents

The course will introduce you to the most important aspects of the Android platform and Android SDK as well as the use of the Eclipse IDE for developing and deploying Android applications to an Android emulator or Android handset.

## Realization

Each course occasion's language and form is stated and appear on the course page on Luleå University of Technology's website.

This is a web-based distance course consisting of video lectures and assignments, there are no physical or face-to-face meetings. All content is provided via a online portal that contains study materials, assignments, discussion forums and more.

## Examination

If there is a decision on special educational support, in accordance with the Guideline Student's rights and obligations at Luleå University of Technology, an adapted or alternative form of examination can be provided.

Examination is done in form of programming assignments.

## Literature. Valid from Spring 2012 Sp 3

## Course offered by

Department of Computer Science, Electrical and Space Engineering

## Items/credits

Number	Type	Credits	Grade
0001	Assignment report 1	1.5	G U 3 4 5
0002	Assignment report 2	1.5	G U 3 4 5
0003	Assignment report 3	1.5	G U 3 4 5
0004	Assignment report 4	1.5	G U 3 4 5
0005	Assignment report 5	1.5	G U 3 4 5

## Study guidance

Study guidance for the course is to be found in our learning platform Canvas before the course starts. Students applying for single subject courses get more information in the Welcome letter. You will find the learning platform via My LTU.

## Last revised

by 2011-12-21

## Syllabus established

by LTU Skellefteå 2010-10-28