



LOYOLA
UNIVERSITY
CHICAGO

Preparing people to lead extraordinary lives



Lecture Time & Space: Asynchronous Online at Your Own Time & Space
Instructor: Dr. Jing Yang, jyang13@luc.edu
Virtual Office Hours: by appointment

There is **NO** required text book for this class. But there are **readings** attached to **each lecture schedule as supporting documents**.

Course Description:

Mobile, as a ubiquitous medium which offers immediacy of information, has become one of the most valued investment for advertisers. This course covers the latest practices and trends of mobile advertising which includes 1) branded mobile application design and development; 2) advanced mobile experiences with AR/VR experiment; and 3) various practices & tactics for native mobile advertising experiences.

Course Learning Outcomes:

Students who complete this course successfully will possess:

- Knowledge of relevant human-computer interaction theories in the mobile context
- Knowledge of the branded mobile application design and development process
- Knowledge of the latest mobile advertising offerings and its affordances
- Ability to use various digital tools to present the mobile experience idea
- Ability to create a mobile advertising campaign for a branded mobile product

Course Requirement:

Weekly Mini Assignments (40 points)

For each lecture week (see details in the course calendar), students will be given a small task about a specific topic. This assignment is due **Friday Midnight** each week.

iDEA Group Projects (40 points)

Students will work in a team of 4-5 members, select their own choice of brand to work with for the duration of the class. There is a total of 2 major group projects. The following are the topics of each project.

Project #1: Mobile App Design and Development (20 points)

Project #3: Mobile Advertising Promotion Campaign (2 points)

Detailed requirements for each of the group projects will be updated on Sakai and be notified through class announcement. All group members are expected to contribute equally to the projects, in terms of time, effort, work quality and collaboration. A problematic member may be asked to leave the group and complete the projects individually. It is the group's responsibility to inform the instructor promptly of any problem in the group. Peer evaluations will be conducted to weight students' project scores accordingly toward the end.

*Late submission of the group projects will not be excused unless there is documented emergency that meets the school policy.

FINAL EXAM FOR UNDERGRADUATE (20 points) & GRADUATE (10 points)

There is a final exam towards the end of the semester. The final exam will cover all the lecture content. It will count differently for undergraduate and graduate students. Details of the final exam study guide will be provided a week prior to the final exam date.

FINAL ASSECEMENT ESSAY FOR GRADUATE STUDENT (10 points)

For graduate students, there is an additional assignment due to the learning outcomes and requirement differences. Each graduate student needs to pick a an app of their interest and write a research/accessment essay about it. The details of the instruction of this essay will be provided seperately to the graduate students. Each graduate student is required to arrange one-on-one meetings with the instructor to set up the writing plan before Mid Feburary.

Course Assessment:

Assignment Weights

Mini Assignments	40 points
Project 1	30 points
Project 2	10 points
Final Exam	20 points for Undergraduate Student and 10 points for Graduate Student
[Assesment Essay]	10 points (Graduate Student Only)
Total	100 points

Grading

A 93-100	C+ 77-79
A- 90-92	C 73-76
B+ 87-89	C- 70-72
B 83-86	D+ 67-69
B- 80-82	D 64-66
	F below 64

Course Weekly Content Calendar (subject to change)

Time	Content
Week 1: Introduction (Jan.17 th ~ Jan. 20 th)	Course Overview Group Formation & Expectations
Week 2: Branded Mobile App & User Experience (Jan.23 rd ~ Jan. 27 th)	Introduction to Mobile Advertising & Branded App
Week 3: Functional Block & Flow on Branded Mobile App (Jan. 30 th ~ Feb. 3 rd)	Consumer-centric User Experience (Design-Thinking)
Week 4: User Interface on Branded Mobile App (Feb. 6 th ~ Feb. 10 th)	App Design _ Function & Flow
Week 5: Development of Mobile App Pages (Feb. 13 th ~ Feb. 17 th)	App Design _ Visual Elements
Week 6: Mobile Interactions (Feb.20 th ~ Feb. 24 th)	App Design _ Prototype Development
Week 7: Project 1 Execution (Feb. 27 th ~ March 3 rd)	Group Meeting & App Development
Week 8: Spring Break	No Class
Week 9: Zoom Meeting with Instructor (Mar.13 th ~ Mar. 17 th)	Group Meeting with Jing
Week 10: Project 1 Due (Mar. 20 th ~ Mar. 24 th)	Project #1 Due
Week 11: AR/VR Experience Development (Mar.27 th ~ Mar.31 st)	AR/VR Integration in App Design/Customer Mobile Experience
Week 12: Mobile App Promotion (Apr.3 rd ~ Apr.7 th)	Mobile App Promotion Strategy
Week 13: Project 2 Execution Week (Apr.10 th ~ Apr.14 th)	Group Meeting with Jing
Week 14: Project 2 (Apr.24 th ~ Apr.28 th)	Project #2 Due
Week 15: Final (May 1 st ~ May.5 th)	Final Exam

APPENDIX

School of Communication Statement on Academic Integrity

A basic mission of a university is to search for and to communicate truth as it is honestly perceived. A genuine learning community cannot exist unless this demanding standard is a fundamental tenet of the intellectual life of the community. Students of Loyola University Chicago are expected to know, to respect, and to practice this standard of personal honesty.

Academic dishonesty can take several forms, including, but not limited to cheating, plagiarism, copying another student's work, and submitting false documents. Academic cheating is a serious act that violates academic integrity. Cheating includes, but is not limited to, such acts as:

- Obtaining, distributing, or communicating examination materials prior to the scheduled examination without the consent of the teacher;
- Providing information to another student during an examination;
- Obtaining information from another student or any other person during an examination;
- Using any material or equipment during an examination without consent of the instructor, or in a manner which is not authorized by the instructor;
- Attempting to change answers after the examination has been submitted;
- Unauthorized collaboration, or the use in whole or part of another student's work, on homework, lab reports, programming assignments, and any other course work which is completed outside of the classroom;
- Falsifying medical or other documents to petition for excused absences or extensions of deadlines; or
- Any other action that, by omission or commission, compromises the integrity of the academic evaluation process.

Plagiarism is a serious violation of the standards of academic honesty. Plagiarism is the appropriation of ideas, language, work, or intellectual property of another, either by intent or by negligence, without sufficient public acknowledgement and appropriate citation that the material is not one's own. It is true that every thought probably has been influenced to some degree by the thoughts and actions of others. Such influences can be thought of as affecting the ways we see things and express all thoughts. Plagiarism, however, involves the taking and use of specific words and ideas of others without proper acknowledgement of the sources, and includes, but is not limited to, the following:

- Submitting as one's own material copied from a published source, such as Internet, print, CD-ROM, audio, video, etc.;
- Submitting as one's own another person's unpublished work or examination material;
- Allowing another or paying another to write or research a paper for one's own benefit; or
- Purchasing, acquiring, and using for course credit a pre-written paper.

The above list is in no way intended to be exhaustive. Students should be guided by the principle that it is of utmost importance to give proper recognition to all sources. To do so is both an act of personal, professional courtesy and of intellectual honesty. Any failure to do so, whether by intent or by neglect, whether by omission or commission, is an act of plagiarism. A more detailed description of this issue can be found at <http://luc.edu/english/writing.shtml#source>. In addition, a student may not submit the same paper or other work for credit in two or more classes. A student who submits the same work for credit in two or more classes will be judged guilty of academic dishonesty, and will be subject to sanctions described below. This applies even if the student is enrolled in the classes during different semesters. If a student plans to submit work with similar or overlapping content for credit in two or more classes, the student should consult with all instructors prior to submission of the work to make certain that such submission will not violate this standard.

Plagiarism or any other act of academic dishonesty will result minimally in the instructor's assigning the grade of "F" for the assignment or examination. The instructor may impose a more severe sanction, including a grade of "F" in the course. All instances of academic dishonesty must be reported by the instructor to the appropriate area head and to the office of the Dean of the School of Communication.

The office of the Dean of the School of Communication may constitute a hearing board to consider the imposition of sanctions in addition to those imposed by the instructor, including a recommendation of expulsion, depending on the seriousness of the misconduct. In the case of multiple instances of academic dishonesty, the Dean's office may convene a separate hearing board to review these instances. The student has the right to appeal the decision of the hearing board to the Dean of SOC. If the student is not a member of the SOC, the dean of the college in which the student is enrolled shall be part of the process. Students have the right to appeal the decision of any hearing board and the deans of the two schools will review the appeal together. Their decision is final in all cases except expulsion. The sanction of expulsion for academic dishonesty may be imposed only by the Provost upon recommendation of the dean or deans. 7

Students have a right to appeal any finding of academic dishonesty against them. The procedure for such an appeal can be found at: http://www.luc.edu/academics/catalog/undergrad/reg_academicgrievance.shtml.

The School of Communication maintains a permanent record of all instances of academic dishonesty. The information in that record is confidential. However, students may be asked to sign a waiver which releases that student's record of dishonesty as a part of the student's application to a graduate or professional school, to a potential employer, to a bar association, or to similar organizations.

(The School of Communication policy is based entirely on and is consistent with the Academic Integrity Policy of the College of Arts & Sciences.)

Technology (Info Provided by LUC)

This course will require the use of technology. While students are not expected to own any specific technology for this course, they will be required to use technology to access course content, to complete and submit assignments and to communicate with the instructor and other students outside of designated class times.

The University has provided each student with a Loyola network ID to access institutional resources. It is expected that electronic communication with students will be via the Loyola ID and Loyola's email system, which can be accessed at: <https://outlook.luc.edu/>.

Your Loyola ID and password is your main resource for accessing Loyola systems. The Password Self-Service systems allows students, faculty, and staff on the University network to reset their own network password quickly and independently. Go to: <http://www.luc.edu/its/services/password-self-service.shtml> to learn more and to manage your password.

Course materials will be provided via the Sakai learning management system, which can be accessed at: <https://sakai.luc.edu/>. It is expected that students will access and submit assignments and other coursework via the Sakai system using their Loyola ID and password.

This course may include online activities such as live (synchronous) or outside of designated class time (asynchronous) activities. For online synchronous activities the instructor may require the use of computers with webcams and microphones. For these types of activities, it is expected that students have access to and setup the necessary equipment prior to the online class. To learn more about technology support for online course activities go to:

<http://www.luc.edu/online/resources/technology/>.

Digital Media Services (DMS) manages and maintains a number of multimedia and digital media computer labs and services across the Lake Shore and Water Tower campuses. Students can visit the labs to checkout various technologies, receive consultation, and access various types of training for coursework. More information on hours of operation can be found at: <http://www.luc.edu/digitalmedia/>.

While the instructor will provide access to certain technologies and course materials within the Sakai learning management system, students may require additional technology support. The Information Technology Services (ITS) Help Desk provides general technology support. Please note that while the ITS Help Desk provides extended hours of support, it is not a 24-hour service. To learn more about Help Desk services and the hours of operation please go to:

<http://www.luc.edu/its/helpdesk/>.