University of Wisconsin - Madison  
College of Engineering [EGR]  
Last Offered: 2015-2016 Fall [1162]  
Direct Link to this Syllabus:

http://aefis.wisc.edu/index.cfm/page/CourseAdmin.ViewABET?coursecatalogid=1109&pdf=True

1. **E C E 454, Mobile Computing Laboratory**  
2. **Credits : 4  Contact Hours : 5.5**  
3. **Textbook and Materials : None.**

a. **Other Supplemental Materials :** None.

- **Specific Course Information :**
  a. **Brief description of the content of the course (Course Catalog Description) :** End-to-end project management; teamwork; fundamentals of disciplined development practices; introduction to mobile computing platforms and systems; design, implementation, and deployment of mobile systems and applications.
  b. **Pre-requisites or Co-requisites :** Computer Engineering Sr st or cons inst
  c. **This is a Selected Elective course.**

- **Specific Goals for the Course :**
  a. **Course Outcomes :**

  1. Students will be able to deal with problems and solutions associated with many aspects of development and project management
  2. Students will work effectively as a member of a moderate-sized team
  3. Students will use contemporary project management and application development tools
  4. Students will use scripting and programming languages to rapidly prototype and deploy a significant and novel mobile application

- **ABET Student Learning Outcomes :**
(a) Ability to apply mathematics, science and engineering principles.
(b) Ability to design and conduct experiments, analyze and interpret data.
(c) Ability to design a system, component, or process to meet desired needs.
(d) Ability to function on multidisciplinary teams.
(e) Ability to identify, formulate and solve engineering problems.
(f) Understanding of professional and ethical responsibility.
(g) Ability to communicate effectively.
(k) Ability to use the techniques, skills and modern engineering tools necessary for engineering practice.

- **Brief List of Topics to be Covered:**
  1. End-to-end project management; teamwork
  2. Fundamentals of disciplined development practices
  3. Introduction to mobile computing platforms and systems
  4. Design, implementation, and deployment of mobile systems and applications