1. **Course:** CPSC 599.72: iProgramming for Creative Minds  
   **Lecture Sections:**  
   L03, W 15:00-17:45, TI Studio A, Christian Jacob, ICT 750, 220-7682, jacob@ucalgary.ca  
   Office Hours: By Appointment

   **Course Website:** D2L

   **Computer Science Department Office, ICT 602, 220-6015, cpsc@cpsc.ucalgary.ca**

2. **Prerequisites:** Consent of the Department  
   (http://www.ucalgary.ca/pubs/calendar/current/computer-science.html#3620)

3. **Grading:** The University policy on grading and related matters is described in sections F.1 and F.2 of the online University Calendar. In determining the overall grade in the course the following weights will be used:
   - Assignments: 30%
   - Presentations: 35%
   - Project: 35%

   This course will not have a Registrar's Scheduled Final Exam.

   Special Regulations affecting the Final Grade: None.

4. **Missed Components of Term Work:** The regulations of the Faculty of Science pertaining to this matter are found in the Faculty of Science area of the Calendar. Section 3.6. It is the student's responsibility to familiarize themselves with these regulations. See also Section E.6 of the University Calendar.

5. **Scheduled Out-of-Class Activities:** REGULARLY SCHEDULED CLASSES HAVE PRECEDENCE OVER ANY OUT-OF-CLASS-TIME ACTIVITY. If you have a clash with this out-of-class activity, please inform your instructor as soon as possible so that alternative assignments can be arranged.

6. **Course Materials:**  
   None.

   **Online Course Components:**  
   See course webpage.

7. **Examination Policy:** None. Students should also read the Calendar, Section G, on examinations.

8. **Approved Mandatory and Optional Course Supplemental Fees:** None.

9. **Writing across the Curriculum Statement:** In this course, the quality of the student's writing in the weighted components of the course will be a factor in the evaluation of these components. See also Section E.2 of the University Calendar.

10. **Human Studies Statement:** Students will be expected to participate as subjects or participants in projects. See also Section E.5 of the University Calendar.

11. **OTHER IMPORTANT INFORMATION FOR STUDENTS:**
a) **Misconduct:** Academic misconduct (cheating, plagiarism, or any other form) is a very serious offense that will be dealt with rigorously in all cases. A single offence may lead to disciplinary probation or suspension or expulsion. The Faculty of Science follows a zero tolerance policy regarding dishonesty. Please read the sections of the University Calendar under Section K, Student Misconduct to inform yourself of definitions, processes and penalties.

b) **Assembly Points:** In case of emergency during class time, be sure to FAMILIARIZE YOURSELF with the information on assembly points which can be found in each classroom and building.

c) **Student Accommodations:** Students needing an Accommodation because of a Disability or medical condition should contact Student Accessibility Services in accordance with the Procedure for Accommodations for Students with Disabilities available at http://www.ucalgary.ca/policies/files/policies/procedure-for-accommodations-for-students-with-disabilities_0.pdf. Students needing an Accommodation in relation to their coursework or to fulfill requirements for a graduate degree, based on a Protected Ground other than Disability, should communicate this need, preferably in writing, to the Associate Head of Computer Science.

d) **Safewalk:** Campus Security will escort individuals day or night (http://www.ucalgary.ca/security/safewalk/). Call 403-220-5333 for assistance. Use any campus phone, emergency phone or the yellow phones located at most parking lot pay booths.

e) **Freedom of Information and Privacy:** This course is conducted in accordance with the Freedom of Information and Protection of Privacy Act (FOIPP). As one consequence, students should identify themselves on all written work by placing their name on the front page and their ID number on each subsequent page. For more information see also http://www.ucalgary.ca/secretariat/privacy

f) **Student Union Information:** VP Academic (403) 220-3911 suvpaca@ucalgary.ca SU Faculty Rep (403) 220-3913 science1@su.ucalgary.ca, science2@su.ucalgary.ca and science3@su.ucalgary.ca. Student Ombuds Office: (403) 220-6420 ombuds@ucalgary.ca, http://ucalgary.ca/provost/students/ombuds

g) **Internet and Electronic Device Information:** You can assume that in all classes that you attend your cell phone should be turned off unless instructed otherwise. All communications with other individuals via laptop computers, cell phones or other devices connectable to the internet in not allowed during class time unless specifically permitted by the instructor. If you violate this policy you may be asked to leave the classroom. Repeated abuse may result in a charge of misconduct.

h) **U.S.R.I.:** At the University of Calgary feedback provided by students through the Universal Student ratings of Instruction (USRI) survey provides valuable information to help with evaluating instruction, enhancing learning and teaching, and selecting courses (www.ucalgary.ca/usri). Your responses make a difference – please participate in USRI surveys.

Department Approval__________________________Date__________________________

Associate Dean’s Approval for out of regular class-time activity: ____________________________Date:__________________________

Associate Dean’s Approval for Alternate final examination arrangements: __________________ Date: __________________

*A signed copy of this document is kept on file in the Computer Science main Office ICT 602*
<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>A+</td>
<td>95-100</td>
</tr>
<tr>
<td>A</td>
<td>90-94</td>
</tr>
<tr>
<td>A-</td>
<td>85-89</td>
</tr>
<tr>
<td>B+</td>
<td>80-84</td>
</tr>
<tr>
<td>B</td>
<td>75-79</td>
</tr>
<tr>
<td>B-</td>
<td>70-74</td>
</tr>
<tr>
<td>C+</td>
<td>65-69</td>
</tr>
<tr>
<td>C</td>
<td>60-64</td>
</tr>
<tr>
<td>C-</td>
<td>55-59</td>
</tr>
<tr>
<td>D+</td>
<td>50-54</td>
</tr>
<tr>
<td>D</td>
<td>40-49</td>
</tr>
<tr>
<td>F</td>
<td>0-39</td>
</tr>
</tbody>
</table>
Tentative Topics Covered
- iOS Technology Overview
- Introduction to Swift
  - How to use the development tools
    - Xcode
    - Playground
- Building an App User Interface
- Working with Table Views
- Debugging with Xcode and Instruments
- How to develop great apps
  - Data persistence
  - Data handling
  - Working with sensors
- How to design great user interfaces
  - Interface design guidelines
  - Autolayout
  - Gestures
- Submitting apps to the iTunes App Store
  - How to promote your app
  - Writing marketing documents
- Opportunities as a software entrepreneur
  - Local support for start-ups
  - How to pitch your app to investors
  - How to build an effective team

Learning Outcomes:

By the end of the course: students will:

- Be aware of key entrepreneurial skills for software development and marketing.
- Know how to design an app for a specific target audience.
- Know how to use software development environments for app creation (e.g., Xcode, Swift).
- Understand the basics of marketing for an app.
- Know how to work in teams to develop ideas for, implement, and evaluate an app.
- Know how to build and test app prototypes.
- Know how to submit an app for public release.
- Evaluate app designs for their usability, market relevance, and technological implementation.
- Know the key steps and requirements to turn an app into a potential business venture.