Course Title: Mobile Learning Design Essentials  
Course Code: CS 58  
Instructor: Paul Clothier

Course Summary:  
This course teaches you the essential knowledge and skills for designing effective learning content for delivery on mobile devices.

We will address the design of mobile learning content on smartphones with an emphasis on optimum learning design and user experience. Topics will include the essential elements of mobile design; how to create great user experiences and efficient navigation; best practices of how to utilize text, graphics, video, and other media; and how to convert existing learning content to mobile learning. By the end of the course, you will know how to design, storyboard, and develop world-class mobile learning content.

*Please see course page for full description and additional details.

Grade Options and Requirements:
- No Grade Requested (NGR)
  - This is the default option. No work will be required; no credit shall be received; no proof of attendance can be provided.
- Credit/No Credit (CR/NC)
  - Score will be determined by student attendance and participation.
- Letter Grade (A, B, C, D, No Pass)
  - Students must attend at least 80% of class sessions, and complete the project work (to be discussed further in class).

*Please Note: If you require proof that you completed a Continuing Studies course for any reason (for example, employer reimbursement), you must choose either the Letter Grade or Credit/No Credit option. Courses taken for NGR will not appear on official transcripts or grade reports.

Tentative Weekly Outline:

Week 1: Jan 12
- What is mLearning?
- How mLearning design is different
- Types of mLearning
- Design considerations and guidelines
- Assignment 1
Week 2: Jan 19
- Use cases for mobile
- Designing for mobile
- Phones, tablets, and laptops
- Learning design theory
- Assignment 2

Week 3: Jan 26
- Responsive and adaptive design
- Creating graphics for small screens
- Deconstruction
- Designing for connectivity
- Using video
- Assignment 3

Week 4: Feb 2
- Navigation design
- Interface design
- Bookmarking & progress
- Organizing content
- Assignment 4

Week 5: Feb 9
- Prototype design
- Porting eLearning to mLearning
- Some mLearning tools
- Bringing it all together
- Final Assignment