# Education guidelines for the elective: **Mobile UX (User Experience) Development**

|  |  |
| --- | --- |
| **Name**  | **Mobile UX** |
| Purpose | Purpose The aim of this course is to give the student insight in theory, principles, and practice of Mobile App Experience development |
| Language | English |
| Objectives knowledge | The student has knowledge about:1. User experience
2. Win8 mobile app design principles
3. Win8 mobile platform
4. Native, Hybrid and web apps
5. C# and html5/JS
 |
| Skills | The student can:1. Mobile UX.
2. Understand win8 mobile OS and capabilities.
3. Design, develop, Test and publish Win8 mobile apps.
4. Can use C# to develop Win Mobile Apps
 |
| Competences | The student can:1. Participate as a professional in a development team to develop user experiences.
2. Participate as a professional in a development team to develop and maintain mobile apps with user experience in mind.
 |
| ECTS credits | 10 ECTS |