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

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| **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 |