

Introduction to Design (Track 3)

1.1 Course Outline

Zilu Liang

www.zilu-liang.net/id3

Important!!

Please disinfectize your hands before entering the classroom!

入室前にアルコールを使用して手指消毒を行ってください。

Please disinfectize your chair and table!

- ①ペーパーにアルコールを噴霧してください。
- ②アルコールが噴霧されたペーパーで、使用箇所（テーブル、椅子など）を拭き取ってください。
- ③使用済のペーパーは廊下のごみ箱に捨ててください。



Class Schedule

- Fridays 10:30-12:00 & 12:40- 14:10
- Computer Workshop
 - BYOD (bring your own device)
- 15 classes
- 2 units

People

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Official Course Website

○ www.zilu-liang.net/id3 →

○ Microsoft Teams:
ID3-2021

✗ 先端なび



Learning Goal

You will learn how to make simple apps that runs on Android devices (smartphones, tablet).

App developer = programmer + designer

Syllabus

You can download the syllabus at www.zilu-liang.net/id3

Syllabus (English)

シラバス (日本語)

1	App fundamentals	8	Media
2	App development environment	9	App with multiple screens
3	Variables	10	Layout
4	Procedures	11	Advanced topic 1
5	List	12	Advanced topic 2
6	Loop	13	Self-directed project 1
7	Animation	14	Self-directed project 2
15 Final Presentation			

Class Flow

- Part 1 (10:30-12:00)
 - Lecture
 - In-class tasks
 - **Quiz**
- Part 2 (12:40- 14:10)
 - Hands-on tutorial
 - **Assignment check**

- If you have questions, ask for help on MS Teams any time (Japanese is OK).
- If you know the answers to other students' questions, you can answer them and get bonus points.

Learning Materials

Lecture and tutorial slides will be uploaded to the official website.

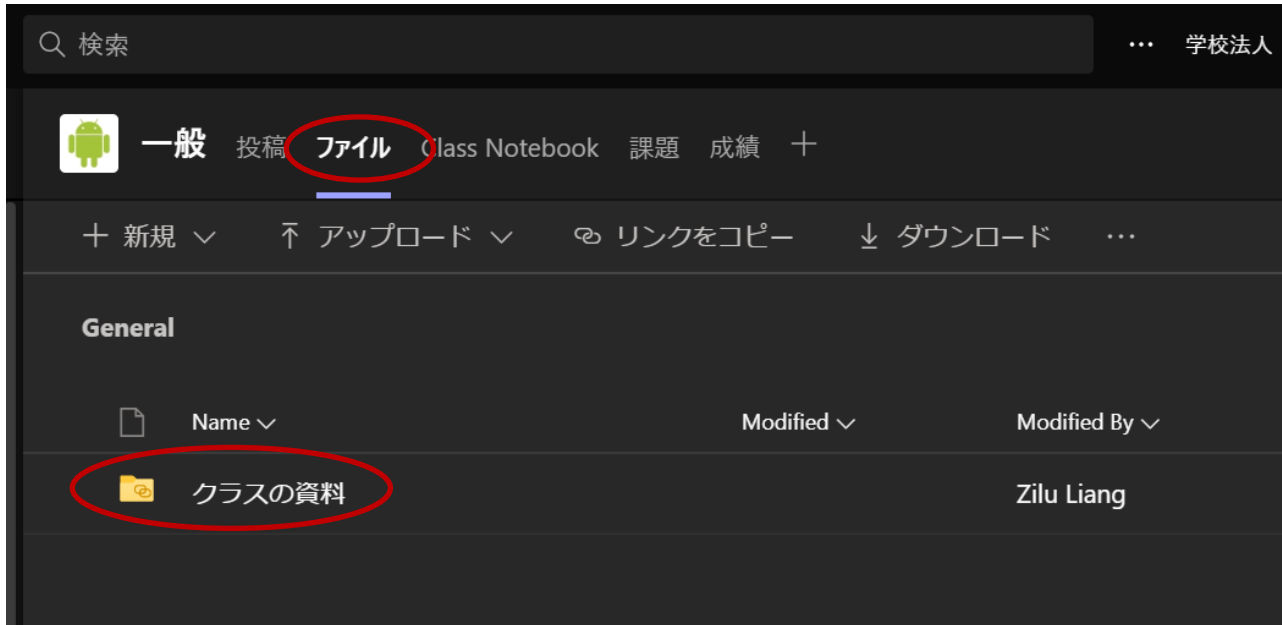
Week 1

App Fundamentals アプリケーションの基本

- **Intro** 概要
 - Slides
 - In-class task: Self-introduction
 - In-class quiz: answer the app development attitude survey
- **Lecture** 講義
 - Slides
- **Assignment** 宿題
 - Answer the learning style survey

Microsoft Teams

All slides will also be uploaded to MS Teams (ID3-2021).



Assignment

- Mandatory: you must finish the hands-on tasks in a tutorial by the next week

E.g., at the end of the hands-on tutorial of week 4, an instructor will check if you have completed the hands-on tasks of week 3.

- (Optional) advanced tasks

If you feel the hands-on tutorials are too easy, the advanced tasks will keep you entertained.

Grading Policy

An overall grade for the class will be calculated based on:

- Quiz in lecture (30%)
- Homework (50%)
- Final presentation (20%)
- Bonus (5%) for answering other students' questions on MS Teams
- Bonus (20%) for presenting your work in external events (business competition, research conferences)

Learning Tips

- University study is different from high school study
- You should learn to
 - take charge of your own learning
 - find the information that you need by yourself
 - Online search (blogs, articles, tutorials, YouTube videos, etc.)
 - Books (in the library, e-books online)
- **Self-paced learning is highly encouraged!**

Time Management Tips

- Try to digest the learning content as much as possible
IN CLASS
- Finish your assignment early; **scramble at the last-minute is highly discouraged!**

Any questions?

In-Class Task 1: Self-Introduction

Share with us your

- Name
- Why did you choose engineering?
- Why did you choose track 3?

In-class Task 2: Answer a Survey

English

<https://forms.gle/FCWSZGY8We8CKVM97>



日本語

<https://forms.gle/CqSzbF AcjfHZMb7C7>



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