

## Responsive Web Design

- Responsive web design is an approach to web design in which websites will be enabled to provide an optimal viewing experience – easy reading and navigation with a minimum of resizing, panning, and scrolling - across a wide range of platforms from desktop computers to mobile devices.
- A site designed with responsive web design adapts the layout to the viewing environment by using fluid, proportion-based grids, flexible images, and CSS 3 media queries.
- In this course students will gain a basic understanding of responsive web design. Students will study and practice what they need to know to code a responsive HTML Document.

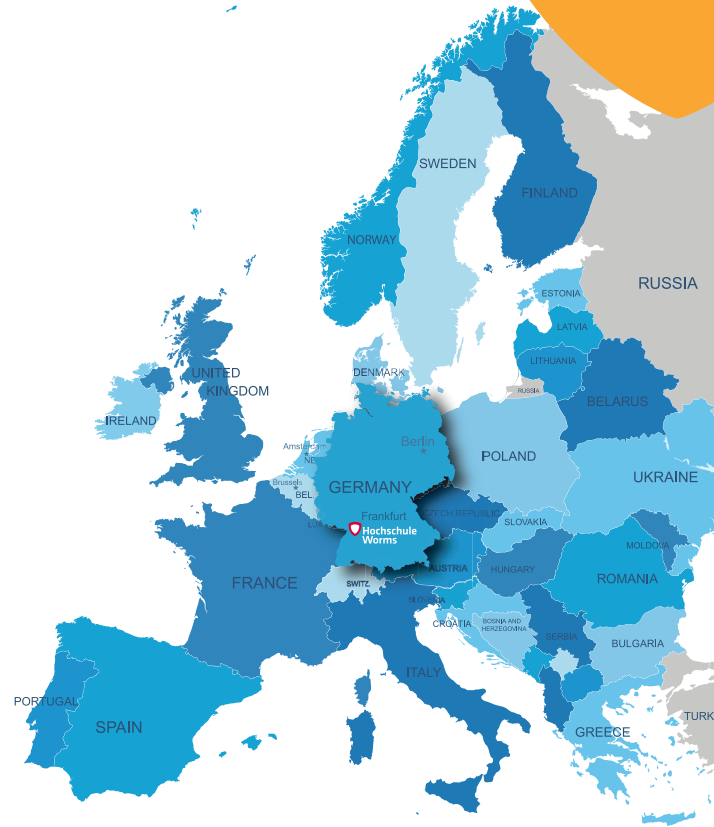
## iOS

iOS is a mobile operating system.

The user interface of iOS is based on the concept of direct manipulation, using multi-touch gestures. Interface control elements consist of sliders, switches, and buttons.

Interaction with the operating system includes gestures such as swipe, tap, pinch and reverse pinch, all of which have specific definitions within the context of the iOS operating system and its multi-touch interface.

In this course students will gain a basic understanding of this mobile operating system. Students will study and practice what they need to know to develop compelling applications for iPhone and iPad using the iOS software development kit. It covers essential mobile specific technologies such as multi-touch, connectivity and sensors as well as mobile design and interaction considerations. Teaches a clean Model-View-Controller based methodology.



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# INFO



International **Summer School in Information Technology** in 2015



# User Interface Design

User interface design is the design of websites, computers, mobile apps, appliances, machines, mobile communication devices, and software applications with the focus on the user's experience and interaction.

The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals—what is often called user-centered design.

The design process must balance technical functionality and visual elements (e.g., mental model) to create a system that is not only operational but also usable and adaptable to changing user needs.

As a result, designers tend to specialize in certain types of projects and have skills centered on their expertise, whether that be software design, user research, web design or industrial design.

# User Experience Design

The process of enhancing user satisfaction by improving the usability, ease of use, and pleasure provided in the interaction between the user and the product – Joy of Use.

User experience design encompasses traditional human-computer interaction (HCI) design, and extends it by addressing all aspects of a product or service as perceived by users.

# International Summer School

The Faculty of Computer Science at the University of Applied Sciences in Worms, Germany will offer a Summer School in Information Technology for students from all over the world. This programme is a unique opportunity to learn about cutting-edge Information Technology in only two to four weeks. The future-oriented courses have a well-balanced focus between theory and practical experience. Every student gains insights into the business world through international company visits weekly. Furthermore the Summer School includes an intercultural introduction to become familiar with the local culture.

The Faculty provides state of the art equipment and an excellent infrastructure, from the laboratories through the computer pools. Students can choose between a 2-week programme (1 module) and a 4-week programme (2 modules) and will get up to 4 ECTS per module.

The number of students per module is limited up to 20 students.

**Deadline for application is 29<sup>th</sup> May 2015**

**Deadline for payment is 30<sup>th</sup> June 2015**

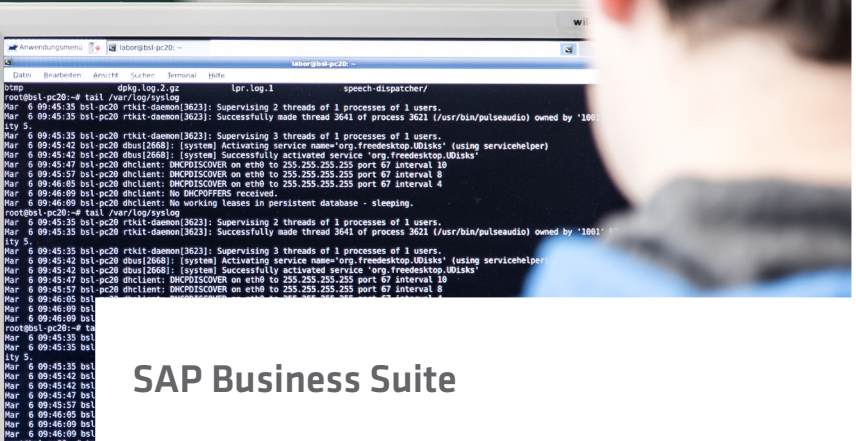
### Programme Period:

- Module 1 03.08. - 14.08.2015
- Module 2 17.08. - 28.08.2015

### Tuition Fee:

- Module 1 € 490,-
- Module 2 € 490,-
- Module 1+2 € 950,-

For any question or any further information please do not hesitate to contact: [Binder-Hobbach@hs-worms.de](mailto:Binder-Hobbach@hs-worms.de)



# SAP Business Suite

SAP Business Suite is a bundle of business applications that provide

- integration of information and processes,
- collaboration,
- industry-specific functionality
- scalability.

SAP Business Suite is based on SAP's technology platform called Net-Weaver. Thanks to its modular structure, SAP Business Suite gives customers a wide variety of applications.

SAP Business Suite not only offers end-to-end processes for all industries, but also provides industry-specific applications. These applications are based on business processes that occur regularly in certain industries. Together with partners and customers, SAP integrated

value scenarios into the suite and preconfigured certain applications

Module	Academic Content first week	Academic Content second week
<p><b>Module One</b></p>	<p><b>Responsive Web Design</b>            CSS 3 and HTML 5, principles and challenges, CSS media queries, CSS techniques for flexible images and basic flexible grids</p>	<p><b>SAP Business Suite</b>            Company and product overview, navigation in the SAP system, system-wide concepts (information objects, transaction, reporting), logistics, (SOM, CRM, SCM, PLCM) SAP ERP financials</p>
<p><b>Module Two</b></p>	<p><b>User Interface/User Experience Design</b>            User profiles, definitions, mobile context, information architectures, diverse platforms, example SAP, personas, empathy map, use cases, wire-framing, mockups, prototyping, design thinking, user-centered design, usability validation, user research</p>	<p><b>iOS-Development</b>            iOS structure, tools, programming language, core technical and design competencies, UIKit in depth, state preservation, restoration and multitasking, connectivity, sensors and media, performance considerations and distribution</p>