CSE 535 Mobile Computing (Fall 2012)  
Syllabus

Classroom: M, W 1:30 P.M. - 2:45 P.M. BYAC 150  
Instructor: Georgios Varsamopoulos (georgios.varsamopoulos@asu.edu)  
Office: BY514  
Office Hours: Monday, Wednesday 3pm-4pm  
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COURSE DESCRIPTION

Goal and Topics
The goal of this course is to provide an in-depth understanding of the fundamental problems in the area of mobile computing and study the existing and proposed solutions for these problems from both research and development perspective. Several topics including wireless communication, location management and mobility tracking, location-aware information services, and mobile agents will be covered in this course. The course will be mostly self-contained and will cover any required background material. Course work will involve programming and homework assignments, exams/quizzes, and term project.


Grading
The following grading rubric will be used to evaluate all the submitted material and performance tasks:
A+: Student shows superior understanding of purpose and significance of the problem; is able to identify related problems; has solved the problem using novel approach and insight.
A: Student shows good understanding of purpose and significance of the problem; is able to identify related problems; has solved the problem displaying some degree of insight.
B: Student can solve the problem with some sophistication but is unable to judge its importance.
C: Student lacks understanding of how to approach the problem or proposes very naive solutions for the problem.

Important note: in grading, full grade will be given not if you simply show understanding of the concepts but only if you successfully and clearly convey the points at hand.

Assignments
There will be about 4-5 assignments given out. The assignments will feature a mixture of theory, research and implementation tasks.

Term Project
All students will have to participate in a term project. There will be an upper limit of 4 people per group.

Topics covered

Grading Mechanics
- Assignment + Exams + Quizzes: 55%
  - Exams – take home: 25%
  - Assignment – written (theory) and programming: 20%
  - Quizzes – will be un-announced: 10%
- Paper presentation: 10%
- Term Project: 30%
  - Group
  - Self-defined (with help of instructor)
  - Involves analysis/implementation
- Active in-class participation 5%
  - just showing up to class does not count as active participation.
- Extra: 10%

Self-directed presentation – related to this class

Textbook
Fundamentals of Mobile and Pervasive Computing.  