APPROVED

Programme Code	MSCMTD	**Programme Duration**	1
Programme Level	9	**EQF Level**	7
EHEA Level	Second Cycle		
Programme Credits	90		

Semester Duration	0 Week(s)
Language of Instruction	English
CAO Code; QQI Progamme Code etc	**Code**

Programme Outcomes

On successful completion of this programme the learner will be able to :

Description
The learner will have an in-depth expert knowledge and understanding of mobile application design and development, and user-centred testing
The learner will have an in-depth expert knowledge and understanding of business concepts, legal issues, requirement and commercialisation aspects regarding doing business in the mobile technologies area
The learner will evaluate and recommend suitable research methodologies to optimize both business and technical processes underpinning Mobile Technologies.
• Critically analyse and document the state of the art in the area of Mobile Technologies and identify innovative opportunities within Mobile Technologies by utilize research strategies to fulfil these opportunities.
• Investigate seminal original works in business models and processes in Mobile and Wireless technologies and have read and appraised them
• Select and apply standard and customised research tools, and techniques of enquiry forming a solid foundation for pursuing further research
• Independently acquire knowledge and critically evaluate and synthesise the academic research in the area of Mobile Technologies
• Communicate to a range of audiences in both written and verbal media about new and emerging theories and technologies in an articulate and convincing fashion
• Carry out research capabilities in a number of cutting-edge Mobile Technologies topics, demonstrating an understanding of the changing knowledge base in these topics
• Integrate knowledge of various technologies and computing principles to successfully plan, develop and test a mobile application product to solve a challenging Mobile Technologies problem
• Formulate judgements and synthesise conclusions following the completion of a systematic piece of research
• Select and apply standard and customised research tools and techniques of enquiry forming a solid foundation for future research.
The learner will be able to think independently and make informed effective decisions
The learner will be able to design, develop and test novel hypotheses
The learner will be able to lead multidisciplinary teams
The learner will be able to develop novel technical solutions for applications, both consumer and enterprise, targeted at mobile platforms.
The learner will be able to identify knowledge gaps and source and undertake self-learning to fill the gaps that meet the requirements of the rapidly changing mobile computing industry.
The learner will be able to identify and articulate the key considerations of a problem
The learner will be able to critically comment on the technical, economic, environmental and social implications of their own work and work of others.

Semester Schedules

Stage 1 / Semester 1

Core Subject	
Module Code	**Title**
H9MAS	Mobile Architecture and Security

H9MAS	Mobile Architecture and Security

H9MPA	Mobile Platforms and Application Design

H9US	Usability

H9US	Usability

Group Elective 1	
Module Code	**Title**
H9TIT	Technologies for Internet of Things

Group Elective 2	
Module Code	**Title**
H9ACS	Advanced Client Side Development

H9ACS	Advanced Client Side Development

Stage 1 / Semester 2

Core Subject	
Module Code	**Title**
H9BST	Business Strategies in Computing

H9BST	Business Strategies in Computing

H9RCO	Research in Computing

H9RCO	Research in Computing

Group Elective 1	
Module Code	**Title**
H9DMV	Data Mining & Visualisation

H9SAI	Software Applications for Internet of Things

Group Elective 2	
Module Code	**Title**
H9CAS	Cloud Application Services

H9MADEV	Mobile Applications Development

Stage 1 / Semester 3

Core Subject	
Module Code	**Title**
H9RTM	Research Methods

Group Elective 3	
Module Code	**Title**
H9IBP	Industry Based Research Project

H9RS	Research Project