Abstract
Develop mobile applications with user friendly interfaces and multi-touch feature to improve the learning experience in different course subjects for students.

Goals and Objectives
The goal is to design the applications that relate to the causes in the Engineering Department and to help engineering students have a better learning experience. In 2010 fall, the first app is designed for Engineering Economy which contain basic input, output UI, and six equations for different applications. Those six applications deal with number payments, payment amount, balance after N payments...etc.

Introduction
Today, mobile device is one of the essentials of our daily life. It has many different convenient functions, such as accessing internet, executing programs, and playing games. As the technology advances, there will be more powerful mobile devices, and their role will become more and more important.

Method
- For Engineering Economy, iPhone SDK and Xcode IDE are used to design the application which contain the equations within the source code. UI Builder used to design the layout of user interface.
- For Strength of Material App, the source code are developed to control the behavior of the beam. Also, multi-touch feature will be used as the information input. The beam will behave according the information given by touches.

Accomplishments
- The application for Engineering Economy contains several equations for basic applications and understandable user interface.
- The application for Strength of Material contains the beam bending behavior in graphical expression. Users can change the deflection of the beam by touching screen. Also provides the information page for users to input specific date.

Future Works
- Combine the experience of instructors may improve the design which can not only used for students but also used for adding instructor.
- Add web accessing feature in the design will allow users to be able to access the useful information when encounter problems.