

## Kickstarter your app - Learn to Make iPhone Apps with Swift for iOS 8

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iPhone App Expert, Paul Solt, is Kickstarting a bundle of online iPhone courses for iOS 8 this fall. The courses guide you through programming, app design, App Store submission, and how to market your app. The iOS 8 course bundle includes three iPhone app and game courses: Swift and iOS 8 Apps in 31 Days, iPhone Games with Sprite Kit in 31 Days and Real World App Experience. The Kickstarter project is nearly funded and is on track to get overfunded.

Rochester, New York - iPhone App Expert, Paul Solt, is Kickstarting a bundle of online iPhone app programming courses for iOS 8. These courses are designed for creative people who want to make iPhone apps and sell them on the App Store.

Earlier in June of 2014, Apple announced iOS 8 and Swift, a new programming language for iPhone apps, at the annual World Wide Developers Conference (WWDC). Swift is replacing Objective-C, which has been around for decades. The Swift programming language is easier to write, runs faster than Objective-C, and is more approachable for non-programmers with the visual code Playground.

The iOS 8 Kickstarter project has been a huge success with over 128 backers and 85% of the goal raised. However, it's not Solt's first foray into crowd funding. Last year he raised 479% of the funding goal and created 150+ videos on iOS 7 app programming.

The iOS 8 course bundle includes three iPhone app and game courses:

1. Swift and iOS 8 Apps in 31 Days
2. iPhone Games with Sprite Kit in 31 Days
3. Real World App Experience

"We have a brand new course format that is designed for students and will adapt as students ask questions. It's a 31 day format with daily lessons and weekend app challenges" says Solt. "The daily lessons make it so that you can adapt the course around your schedule while making progress two, three, or five days a week."

Daily lessons include short video lectures, code exercises, and a Q&A video. Students learn to program from day one with the code exercises and the weekly app challenges. Active participation allows students to build the confidence they need to succeed with their own app ideas.

The new format is designed based on academic research that shows that students who dedicate, and commit to learning a new skill for a minimum of 20 hours can acquire the skill.

"We weren't happy with the results from our previous online iPhone courses," said Solt. "We made one of our first iPhone courses free and discovered that it was detrimental to student success. 71.1% of students in the free course didn't even watch the first lesson, and less than 3.3% completed the course. A price tag big or small, gives a student a reason to learn. The course becomes valuable and worthy of their time."

iPhoneDev:  
<http://iPhoneDev.tv>

Kickstarter Project:  
[https://www.kickstarter.com/projects/paulsolt/31-days-make-iphone-apps-and-games-with-swift-for/?ref=prMac\\_link](https://www.kickstarter.com/projects/paulsolt/31-days-make-iphone-apps-and-games-with-swift-for/?ref=prMac_link)

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

Press Kit (zip):

<https://www.dropbox.com/s/1kl3yxb87ql7apj/PressRelease.zip>

Screenshot (Student App):

<https://www.dropbox.com/s/yunlzxs8j29n1m7/Laura-StudentApp.png>

Screenshot (Video Lecture):

<https://www.dropbox.com/s/ydbg9g0o5ppov5m/PaulSolt-iPhoneAppExpert.png>

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