

University of Lincoln Assessment Framework

Assessment 2 Briefing 2020-2021

NOTE: All Assessment Briefings should be made available prior to the commencement of the module, clearly signposted on the module Blackboard site as well as included in any module handbook or briefing document.

Module Code & Title: CMP3035M Cross-Platform Development
Contribution to Final Module Mark: 60%
Requirements <p>For this assessment, you will need to develop the mobile app you designed in Assessment 1 and report on the process of developing it.</p> <p><i>Development</i></p> <p>The app needs to be developed with cross-platform tools presented in the lectures/workshops. It is important that the app goes beyond static pages but instead makes use of more advanced features of the device. Advanced features could include non-trivial inclusion of 3rd party APIs (e.g. weather, Google Places, Spotify, etc...) or appropriate use of phone hardware (such as sensors, accelerometer, camera, etc...).</p> <p>Your submission for this assignment will be a written report and supplemental material.</p> <p>Written report</p> <p>In your written report, you should describe the development process of your app. Your report should consist of the three parts as outlined below. Each section has a recommended page count. As this includes images, make sure to choose meaningful illustrations and discuss these where appropriate. It is expected that your report will be around 3-5 pages long.</p> <ol style="list-style-type: none">1) Overview and QR code. Describe at a fairly high level what the app is for and what its core features are, explaining any changes from the original app features as described in Assessment 1. Additionally, you must include QR-Code to run your app. This can be generated by publishing your app via the Expo-CLI interface. If you are not using React Native, then you must provide alternative means for us to download and test our app on our device. Please discuss this with the delivery team if you are unsure how to do that. 0.5 pages.2) Final app. Showcase the final version of your app. This should include proof of deployment (through screenshots and a video of the app running). Choose two elements of your app to highlight your design and development. Discuss them from a user experience as well as technical perspective. How are they examples of good design? Why was a feature challenging to develop? How did you implement these elements? Do so by referring to appropriate academic and non-academic literature (e.g. about mobile user experience) as well as by providing code snippets with explanations. (2-4 pages)

- 3) **Reflection.** Discuss the following question: What effect did the cross-platform nature have on the development? Give specific examples based on your experience from this module to discuss positive and negative aspects of such an approach. (0.5 pages)

Supplemental Material

In support of your written report, you also need to submit your project files and a video. This must be in the form of a single zip archive with all of supplemental material included.

1. **Project files:** Your project files need to include all files necessary to build your app. This includes all code and media files.
2. **Video:** Your video needs to show your app running. This could be on an emulator or a physical device if one is available. Your video should be a maximum of 2 minutes long and showcase the core functionality of the app. You are free to use voiceover or subtitles for explanations. Your video file must not be larger than 100MB and must be in MP4 format. Alternatively, you may upload the video to YouTube and include a publicly accessible link in the report. It is your responsibility to ensure the link is accessible, and your video will not be marked if it cannot be accessed.

Learning Outcomes Assessed:

[LO1] Critically assess the implications and constraints of native mobile development in comparison to platform agnostic approaches

[LO3] Develop cross-platform mobile applications utilizing industry standard tools and technologies

Knowledge & Skills Assessed:

Development using cross-platform tools, reflection, presentation of technology. Literature search, referencing, written communication.

Assessment Submission Instructions:

The deadline for submission of this work is included in the **Hand in Dates** spreadsheet on Blackboard. The written submission must be in the form of a single PDF document, submitted through the Blackboard upload area for this assessment item, as well as a Zip file with your supporting documentation. The content of the PDF is your written report.

Date for Return of Feedback: See **Hand in Dates** spreadsheet on Blackboard.

Format for Assessment:

Your work must be presented according to the Lincoln School of Computer Science guidelines for the presentation of assessed written work.

You must submit a PDF file as well as a Zip file with supporting documentation.

Feedback Format:

Written summative feedback will be returned on Blackboard. You may request additional verbal feedback by getting in touch with the module team. Regular feedback will also be provided in workshops and support sessions.

Additional Information for Completion of Assessment:

This assessment is an individual assignment. Your work must be presented according to the Lincoln School of Computer Science guidelines for the presentation of assessed written work.

Please make sure you have a clear understanding of the grading principles for this component as detailed in the accompanying Criterion Reference Grid.

If you are unsure about any aspect of this assessment component, please seek the advice of a member of the delivery team.

Assessment Support Information:

Please find and use the criterion reference grid (CRG) attached to this assessment. This will show the criteria utilised in awarding the different categories of pass marks for the assessment.

Important Information on Dishonesty & Plagiarism:

University of Lincoln Regulations define plagiarism as 'the passing off of another person's thoughts, ideas, writings or images as one's own...Examples of plagiarism include the unacknowledged use of another person's material whether in original or summary form. Plagiarism also includes the copying of another student's work'.

Plagiarism is a serious offence and is treated by the University as a form of academic dishonesty. Students are directed to the University Regulations for details of the procedures and penalties involved.

For further information, see www.plagiarism.org