



CMP3035M Cross-Platform Development – Assessment 2

Learning Outcome	Criterion	Pass	2:2	2:1	1st
[LO3] Develop cross-platform mobile applications utilizing industry standard tools and technologies	Final App: User Experience Weight: 30%	The user experience of the final app is basic but adequate. The app has been demonstrated to run on an emulator or a physical device.	The app provides an engaging user experience across all platforms. The app has been demonstrated to run on an emulator or a physical device.	The app provides a high-quality user experience by following best practice guidelines for mobile design. The app has been deployed on an emulator or a physical device and shown to run on a variety of screen sizes and resolutions.	The app showcases a professional user experience across devices and is almost indistinguishable from a native app. It goes beyond the default style templates. The app has been deployed on an emulator or a physical device and shown to run on a variety of screen sizes and resolutions.
[LO3] Develop cross-platform mobile applications utilizing industry standard tools and technologies	Final App: Functionality Weight: 60%	The app implements the expected core functionality in an adequate way.	The app implements at least one meaningful feature that goes beyond basic functionality, and does so in a convincing way.	The app meaningfully implements more than one challenging feature or several basic features in an especially clever way.	The app is of a high technical challenge and shows a deep understanding of appropriate development approaches.
[LO1] Critically assess the implications and constraints of native mobile development in comparison to platform agnostic approaches	Reflection Weight: 10%	A basic overview of advantages and disadvantages of cross-platform development approaches.	Personal experiences from developing the app are used to illustrate the most salient advantages and disadvantages of cross-platform development approaches.	Personal experiences from developing the app are used to discuss advantages and disadvantages of cross-platform development approaches in detail. A discussion critically assesses the suitability of such a process for different development scenarios.	The personal experiences from developing the app are used to critically discuss advantages and disadvantages of cross-platform development approaches. A discussion leads to a clear and well-motivated assessment of when such an approach should be chosen. Academic and/or non-academic literature is referenced.