College of Engineering, Construction and Living Sciences
Bachelor of Information Technology
IN721: Design and Development of Applications for Mobile Devices
Level 7, Credits 15
Practicals

Assessment Table

Assessment Activity	Weighting	Learning Outcomes	Assessment Grading Scheme	Completion Requirements
Practicals	10%	1, 3, 4	CRA	Cumulative
Kotlin Travelling App	35%	1, 3, 4	CRA	Cumulative
React Native Social Game App	25%	1, 3, 4	CRA	Cumulative
Kotlin Exam	15%	2, 3, 4	CRA	Cumulative
React Native Exam	15%	2, 3, 4	CRA	Cumulative

Conditions of Assessment

This assessment will need to be completed by Wednesday, 11 November 2020.

Pass Criteria

This assessment is criterion-referenced with a cumulative pass mark of 50%.

Submission Details

You must submit your program files via **GitHub Classroom**. Here is the link to the repository you will be using for your submission – https://classroom.github.com/a/XfN8sJxf.

Authenticity

All parts of your submitted assessment must be completely your work and any references must be cited appropriately.

Policy on Submissions, Extensions, Resubmissions & Resits

The school's process concerning **Submissions, Extensions, Resubmissions and Resits** complies with Otago Polytechnic policies. Students can view policies on the Otago Polytechnic website located at https://www.op.ac.nz/about-us/governance-and-management/policies.

Extensions

Please familiarise yourself with the assessment due dates. If you need an extension, please contact your lecturer before the due date. If you require more than a week's extension, a medical certificate or support letter from your manager may be needed.

Resubmissions

Students may be requested to resubmit an assessment following a rework of part/s of the original assessment. Resubmissions are completed within a short time frame (usually no more than 5 working days) and usually must be completed within the timing of the course to which the assessment relates. Resubmissions will be available to students who have made a genuine attempt at the first assessment opportunity. The maximum grade awarded for resubmission will be C-.

Learning Outcomes

At the successful completion of this course, students will be able to:

1. Implement complete, non-trivial, industry-standard mobile applications following sound architectural and code-quality standards.

2. Explain relevant principles of human perception and cognition and their importance to software design.

3. Identify relevant use cases for a mobile computing scenario and incorporate them into an effective user experience design.

4. Follow industry standard software engineering practice in the design of mobile applications.

Assessment Overview - Learning Outcomes 1, 3, 4

In this assessment, you will complete a series of programming tasks covering the lecture & resource material.

Topic	Weighting	Due Date
Kotlin 1: Introduction to Android OS, Kotlin, Android Studio, Activity Lifecycle & Intent	1%	02-09-2020 at 5pm
Kotlin 2: Material Design, AsyncTask & RecyclerView	1%	02-09-2020 at 5pm
Kotlin 3: Parcelable, CardView, SearchView & SharedPreferences	1%	02-09-2020 at 5pm
Kotlin 4: ProgressDialog, WebView, Fragment & DialogFragment	1%	02-09-2020 at 5pm
Kotlin 5: SQLite & Location	1%	02-09-2020 at 5pm
React Native 1: Introduction to React Native, Expo & JSX	1%	11-11-2020 at 5pm
React Native 2: Components, Props & State	1%	11-11-2020 at 5pm
React Native 3: State Management & Lifecycle Methods	1%	11-11-2020 at 5pm
React Native 4: Axios & Async/Await	1%	11-11-2020 at 5pm
React Native 5: Firebase	1%	11-11-2020 at 5pm