



Course Directive

IN721: Mobile Application Development

Semester One, 2021

Course Information

Credits: 15 Credits
Prerequisite: IN610: Programming 3 or IN607: Introductory Application Development Concepts
Timetable: Tuesday 8 AM D202 Wednesday 10 AM D313

Lecturer

Name: Grayson Orr (Lecturer)
Location: D311
Email: grayson.orr@op.ac.nz

Course Dates

Term 1: 22 February - 16 April (8 weeks)
Mid Semester Break: 19 April - 30 April (2 weeks)
Term 2: 3 May - 25 June (8 weeks)

Aims

To learn the specifics of mobile application design & development. Learners will be able to develop mobile applications using the Kotlin programming language & publish them to Google Play Store.

Learning Outcomes

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

1. Implement & publish complete, non-trivial, industry-standard mobile applications following sound architectural & code-quality standards.
2. Identify relevant use cases for a mobile computing scenario & incorporate them into an effective user experience design.
3. Follow industry standard software engineering practice in the design of mobile applications.

Resources

Software

This paper will be taught using **Android Studio**. An installer for **Android Studio** is available. See <https://developer.android.com/studio>. Please refer any problems with downloads or installers to **Rob Broadley** in **D205a**.

Readings

There is no textbook for the course.

Provisional Schedule

Week	Date	Session
1	22-02-2021	Kotlin
2	01-03-2021	Age Calculator App
3	08-03-2021	Calculator App
4	15-03-2021	Quiz App
5	22-03-2021	Location App
6	29-03-2021	Weather App
7	05-04-2021	E-Commerce App
8	12-04-2021	E-Commerce App
Mid Term Break		
9	03-05-2021	Project Work
10	10-05-2021	Project Work
11	17-05-2021	Project Work
12	24-05-2021	Project Work
13	31-05-2021	Project Work
14	07-06-2021	Project Work
15	14-06-2021	Project Work
16	21-06-2021	Project Work

Assessments

Assessment	Weight	Due Date	Learning Outcomes
Practical	20%	28-05-2021	2, 3
Travelling App	40%	23-06-2021	1, 2, 3
Wishlist App	40%	23-06-2021	1, 2, 3

Course Requirements & Expectations

Learning Hours

This course requires 150 hours of learning. This time includes 64 hours of timetabled class time, & 86 hours of self-directed reading, preparation & completion of assessment work.

Criteria for Passing

To pass this paper, you must achieve an overall average of 50%. There must be a genuine attempt at all assessments. There are no resits.

Attendance

- Learners are expected to attend all classes, including lectures & labs.
- If you cannot attend for a few days for any reason, please contact your lecturer (Grayson Orr).

Communication

Microsoft Outlook & Teams are the official communication channels for this course. It is your responsibility to regularly check Microsoft Outlook/Teams & [GitHub](#) for important course-related material, including changes to class scheduling or assessment details. Not checking will not be accepted as an excuse.

Snow Days/Polytechnic Closure

In the event the Polytechnic is closed or has a delayed opening because of snow or bad weather, you should not attempt to attend class if it is unsafe to do so. It is possible that your lecturer (Grayson Orr) will not be able to attend either, so classes will not physically be meeting. However, this does not become a holiday. Rather, the material will be made available on [GitHub](#) for classes affected by the closure. You are responsible for any material presented in this manner. Information about closure will be posted on the Otago Polytechnic Facebook page <https://www.facebook.com/OtagoPoly>.

Group Work & Originality

Learners in the Bachelor of Information Technology degree are expected to hand in original work. Learners are encouraged to discuss assessments with their fellow learners, however, all assessments are to be completed as individual works unless group work is explicitly required (i.e. if it doesn't say it is group work then it is not group work – even if a group consultation was involved). Failure to submit your original work will be treated as plagiarism.

Referencing

Appropriate referencing is required for all work. Referencing standards will be specified by your lecturer (Grayson Orr).

Plagiarism

Plagiarism is submitting someone else's work as your own. Plagiarism offences are taken seriously & an assessment that has been plagiarised may be awarded a zero mark. A definition of plagiarism is in the Student Handbook, available online or at the school office.

Submission Requirements

All assessments are to be submitted by the time, date, & method given when the assessment is issued. Failure to meet all requirements may result in a penalty of up to 10% per day (including weekends).

Extensions

Extensions are only available for unusual circumstances. These must be applied for, & approved, before the submission deadline.

Impairment

In case of sickness contact your lecturer (Grayson Orr) or BIT Team Leader (Michael Holtz) as soon as possible, preferably before the assessment or exam is due. The policy regarding the granting of a mark that considers impaired performance requires a medical certificate & a medical practitioner's signature on a form. You may refer to the guide on impaired performance on the student handbook.

Appeals

If you are concerned about any aspect of your assessment, please approach your lecturer (Grayson Orr) in the first instance. We support an open-door policy & aim to resolve issues promptly. Further support is available from the BIT Team Leader (Michael Holtz) & Head of College (Richard Nyhof). Otago Polytechnic has a formal process for academic appeals if necessary.

Other Documents

Regulatory documents relating to this course can be found on the Otago Polytechnic website.