

Assignment Part 1

Submission Date: 5th Novemeber 2024 @ 2300

WARNING:

All submitted work will be electronically scanned for plagiarism and the use of Artificial Intelligence (AI) software. The work that you submit must be your own; any material from other sources must be correctly cited and referenced. If unreferenced material is detected a student will be reported for plagiarism. AI should not be used in the production of this work. Use of AI which has not been acknowledged is an academic misconduct offence and again will lead to a report of plagiarism. University regulations require that this fact is clearly stated in the Report.

Brief

The main aim of this assignment is to develop and test students' understanding and practical skills in mobile app design.

Coursework Submission Link

- Moodle submission link TODO!

Learning Outcomes

On completion of the assignment, the student will develop:

1. Understanding of the basic principles of mobile app design.
2. Skills in designing a mobile app.

The Task

This assignment consists of two tasks:

1. **Task 1:** Investigating the main principles of mobile app design using a variety of literature sources (e.g., books, journal articles, online resources, best practice documentation, accessibility documentation, etc.). Find 5 to 10 relevant literature sources related to the main principles of mobile app design, analyse them, and write up a list of the main design principles and features that a good mobile app should have to appeal to customers. Explain how you are going to incorporate these features in the app you will be developing.
 2. **Task 2:** Design a mobile app for managing daily tasks. Explain how you have created the design, specifying the theme you have chosen, the type of layout used, and the steps taken in developing the app design. Include a picture of the running version of the app using the emulator. Note that the primary focus of this task is the design and appearance of the app, not a fully functioning app.
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The app should have the following features:

- An opening screen with a title and navigation options.
- A screen to add, edit, and delete tasks with fields for the task name, description, and due date.
- A dynamic ImageView to display icons or images related to different task categories.
- A summary screen showing a list of tasks and their statuses.
- Use a theme that displays an **action bar** with an icon of your choice in the finished layout.

Students should submit a report showing their research and how the principles were followed in their design. Use of screenshots and detailed explanations are required.

Note:

Remember that the focus is on the design rather than the implementation of the functional code base in Kotlin. The following are considered acceptable levels of implementation:

- Basic navigation for transitioning between activities.
- Dynamically loading text and images to demonstrate the design of the app.
- Displaying dynamic images.

Deliverables

You should submit a formal report using the following template [Link to Template TODO!](#). The main body of the report should be up to 5 pages long, the appendix - up to 5 additional pages, and **must be submitted as a PDF**.

The main body of the report should have the following sections; - abstract,

- introduction,
- two sections with appropriate titles for task 1 and task 2, including subsections where applicable,
- conclusion,
- and a list of references.
 - The list of references should be formatted following the Harvard referencing system <http://www.citethisforme.com/harvard-referencing>.
- The appendix should include the code for all XML files, clearly marked with their names.

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Marking Scheme

The marks are distributed as follows:

1. Task 1 = 35%
2. Task 2 = 45%
3. Report structure and presentation = 20%

Full rubric below:

Rubric Task 1: Investigating Mobile App Design Principles (35%)

| Performance Level | Description |
|---------------------|---|
| 0-29% Fail | Limited or no research evident. Lacks a list of design principles and features. Fails to explain how these principles will be incorporated into the app's development. |
| 30-39% Fail | Research and analysis of fewer than 5 relevant literature sources. Some design principles and features listed. Vague or incomplete explanation of how these principles will be incorporated into the app's development. |
| 40-49% Satisfactory | Research and analysis of 5-9 relevant literature sources. Clear list of main design principles and features for mobile apps. Adequate explanation of how these principles will be incorporated into the app's development. |
| 50-59% Good | Research and analysis of 5-9 relevant literature sources. Clear list of main design principles and features for mobile apps. Adequate explanation of how these principles will be incorporated into the app's development. |
| 60-69% Very Good | Research and analysis of 10 or more relevant literature sources. Clear list of main design principles and features for mobile apps. Clear explanation of how these principles will be incorporated into the app's development. |
| 70-79% Excellent | Research and analysis of 10 or more relevant literature sources. Comprehensive list of main design principles and features for mobile apps. Clear explanation of how these principles will be incorporated into the app's development. |
| 80-100% Exceptional | Thorough research and analysis of 10 or more relevant literature sources. Comprehensive list of main design principles and features for mobile apps. Clear explanation of how these principles will be incorporated into the app's development. |

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Rubric Task 2: Designing a Mobile App (45%)

| Performance Level | Description |
|---------------------|--|
| 0-29% Fail | Fails to explain the design process. App design is incomplete or significantly deviates from the requirements. Fails to present a running version of the app. Fails to add three significant features or the features added are minimal and lack impact. |
| 30-39% Fail | Limited explanation of the design process. App design meets the minimum requirements but lacks creativity and polish. Attempt to present a running version of the app with significant issues. Less than three significant features added, and those added lack meaningful impact. |
| 40-49% Satisfactory | Explanation of the design process with minor gaps. App design meets the minimum requirements but lacks some creativity or polish. Presentation of a running version of the app with minor issues. Three significant features added, but their implementation lacks depth or polish. |
| 50-59% Good | Detailed explanation of the design process, including theme, layout, and development steps. Creative, well-thought-out app design that incorporates all required elements. Presentation of a running version of the app using an emulator, demonstrating functionality. Three significant features added and implemented competently. |
| 60-69% Very Good | Detailed explanation of the design process, including theme, layout, and development steps. Creative, well-thought-out app design that incorporates all required elements. Presentation of a running version of the app using an emulator, demonstrating functionality. Three significant features added with a high level of functionality and integration. |
| 70-79% Excellent | Detailed explanation of the design process, including theme, layout, and development steps. Creative, well-thought-out app design that incorporates all required elements. Presentation of a running version of the app using an emulator, demonstrating functionality. Three significant features added with excellent functionality and seamless integration. |
| 80-100% Exceptional | Detailed explanation of the design process, including theme, layout, and development steps. Creative, well-thought-out app design that incorporates all required elements. Presentation of a running version of the app using an emulator, demonstrating functionality. Three or more significant features added with outstanding functionality and innovative implementation. |

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Rubric: Report Structure and Presentation (20%)

| Performance Level | Description |
|---------------------|---|
| 0-29% Fail | Report structure and organisation are severely lacking. Numerous grammatical and formatting errors. Fails to adhere to citation and referencing guidelines. |
| 30-39% Fail | Report structure and organisation could be significantly improved. Noticeable grammatical and formatting errors. Inconsistent adherence to citation and referencing guidelines. |
| 40-49% Satisfactory | Reasonably well-structured and organised report. Some minor grammatical or formatting errors. Adherence to citation and referencing guidelines with a few issues. |
| 50-59% Good | Well-structured and organised report, easy to follow. None or very few grammatical and formatting errors. Adherence to citation and referencing guidelines. |
| 60-69% Very Good | Well-structured and organised report, easy to follow. None or very few grammatical and formatting errors. Adherence to citation and referencing guidelines. |
| 70-79% Excellent | Well-structured and organised report, easy to follow. None or very few grammatical and formatting errors. Adherence to citation and referencing guidelines. |
| 80-100% Exceptional | Well-structured and organised report, easy to follow. None or very few grammatical and formatting errors. Adherence to citation and referencing guidelines. |