

APP DESIGNING



**TEACHER:
CERTIFIED
TRAINER**

**DURATION:
16 CLASSES(x 4 LEVELS)
(1 HOUR PER CLASS)**

**MODE:
ONLINE AND
OFFLINE**

It comprises of front end (designing) and back end (programming/coding)

Designing Part consist of: User Interface || Learning Layouts || Learning Media Operations || Learning Drawing & Animation || Learning Maps & Navigation || Learning Various Sensors || Learning Social Components || Learning Storage or Database || & Connectivity using WEB
Programming Part consist of: Control Operations || Logical Operations || Mathematical Evaluation || Text Strings || Creating List || Creating Dictionary || Defining variables || & Defining Procedure.

COURSE CURRICULUM

Level 1: Introduction to MIT App Inventor

- Explore colors, sounds, and Text-to-Speech features.
- Learn drawing, input handling, and sensors.
- Build simple games using timers, physics, and animation.
- Work with UI design, data storage, and media integration.
- Complete a final project using all skills.

Level 2: Intermediate App Development

- Create games with collision detection, controls, and scoring.
- Explore app branding, GPS, and Bluetooth.
- Learn advanced layouts, media handling, and quizzes.
- Fetch data from APIs, use notifications, and build a final project.

Level 3: Advanced App Development

- Build apps with sound, GPS tracking, polls, and trivia games.
- Develop memory, social, and shooter games.
- Work on user accounts, data visualization, and responsive design.
- Complete a project using advanced game mechanics.

Level 4: Expert App Development

- Create racing, image generation, and attendance apps.
- Use weather APIs, monetize apps, and deploy them.
- Complete a capstone project and reflect on future opportunities.