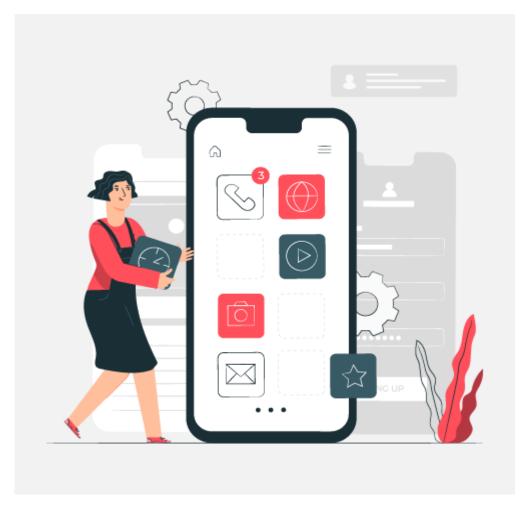


# **APP DESIGNING**



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 guizzes.
- 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.