

# Experiential Learning Activity (B. Tech. – Ist Semester)

## Mobile App Development (Rubrics/Template)

- ✓ **Aim and Objective:** The students learn design process to create Mobile applications that performs specific functions with the following objectives,
  - o Design the user interface of a mobile application.
  - o Apply database connectivity in the application using mysql.
- ✓ **Students are supposed to investigate the following during the Activity.**

<b>1. Problem Statement</b> [Group Event] (The students are encouraged to focus on “problem-based learning”. Pick-up some real world problem from the surrounding/industry/website/social media/group discussion etc. Formulate the problem as “Problem Statement”)
<b>2. Identification of the Need</b> (Make group discussions in the team and focus on the Need to be addressed rather on solution. Jot down the specific requirement for the need.)
<b>3. Study of the Pre-existing solutions</b> (Study the literature/solutions pertaining to the Needs identified in the previous section. If some solution exists then check how your thinking is different from the existing one.
<b>4. Identify the required specifications</b> (Brain storm the needs specifications in precise manner)
<b>5. Find the related software/hardware</b> (Identify the Technology/Platform available for development)
<b>6. Draw the interfaces</b> (Draw the rough interfaces/ appearance of the various screens in Step-7; Optimize them for design)
<b>7. Coding/Implementation</b> (Finally code the interfaces to the available open source platform like Android Studio or MIT App Inventor.
<b>8. Your Learning</b> (Brief about your learning through this activity)