Brief Introduction of the Elective ITSMAP

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Learning principles

- The course on ITSMAP is based on "**Project Organized and Problem Based Learning**" principles.

- Work together in small teams of throughout the course duration. After the teams are formed in the beginning of the course, they stay the same. Each team addresses a particular problem, i.e. challenge, of interest and some of the exercise time is dedicated to addressing the chosen problem.

- The problem must fall within either of the themes detailed below. When addressing your particular problem, your team must pay attention to the following points:

Attention to

1. State your problem unambiguously. Argue for the relevance and novelty of addressing this problem. Describe state-of-the-art within the field. Outline key stakeholders and end-user groups

2. Design a solution to your problem and consider how the Android framework may be utilized optimally

3. Implement your design taking full advantage of the Android framework. //Comment your code remember references

4. Test your implementation and iterate point 2, 3 and 4 to converge to your final implementation

What to do?

At the end of the course, you must hand in:

1. A working Android prototype

2. A ten page project report that clearly documents points 1 through 4 above. State clearly how you used the Android framework and outline the pros and cons of Android you encountered through your project work.

3. An electronic version of your commented source code (The Android Project)

Learning Resources

- Android Developer (Official Course Book)
  - http://developer.android.com/index.html

- Vogella (Supplementary Course Book)
  - http://www.vogella.com/tutorials/android.html

- Optional: Use a book **[Meier]** and code examples
  - http://kurser.iha.dk/eit/itsmap/Basic/MEIER/

- Stack Overflow
  - http://stackoverflow.com/questions/tagged/android

Theme project Example

Take a look at Blackboard in folder "Theme Project Proposals"