UNSW Business School/
Information Systems and
Technology Management

INFS3634

Assignment Name: INFS3634 Group Assignment

Assignment Type: App Development (Prototype)

Assignment Weight: 25 Marks

Group/Team Structure: 2 Students. Both from the same tutorial unless otherwise agreed to by LiC.

Additional Notes: Submission includes Peer-Review and Self-Assessment

Assignment Description:

As students learn about Information Systems in their lectures and tutorials, they also use the internet and apps to further their study and understanding of complex topics. Naturally, some topics covered throughout the degree (especially in Level 2 and Level 3 courses) are considered more difficult than others. For these topics, students often benefit from additional learning resources to help them understand the content in an engaging and meaningful way.

App Requirement: Develop a prototype learning app using Android Studio that focuses on presenting a specific lesson/module from any undergraduate (UG) INFS course of your choice. The learning topic addressed should be complex enough to warrant a specific app on users' device to focus on this topic. The app is therefore likely to have multiple screens, that is activities or fragments. The app is required to:

1. Use an API (list example) in a creative way in presenting the student with relevant information about the selected learning topic
2. Provide a means to test the student on their knowledge of the topic, such as an MCQ, and provide them with feedback

Your code **MUST** include appropriate use of Logs and should be appropriately formatted with suitable naming conventions used throughout. It **MUST** also include relevant inline comments at the beginning of each method. All blocks of code that have been sourced must be referenced. Your code must be made available via an online repository (e.g. github).

Note: In Week 13, your team will briefly present your app to the class (in tutorial). As part of this assignment, you **MUST** also submit a peer review with your submission; and provide self-assessment on REVIEW following your submission.

Development Considerations:

For this assignment, you will need to consider a specific learning topic (the content), and how access to APIs can help present useful information on that topic. This will require careful consideration.

The quiz requirement for this app builds on the INFS3634 tutorial lesson at the beginning of the semester. Therefore, the technical requirement here is minimal. Presenting this functionality in a meaningful and creative way however, may be a challenge.

The app may include the use of RecyclerView, AysncTask, intents, and activities where appropriate. In addition to material covered in tutorials, students are advised to review Udemy tutorials – e.g. Youtube and/orFlickr Apps – for practical insight into API usage. You will also need to consider app functionality and design features, best-practices in app development, etc.

You are **NOT** required to discuss your app ideas with staff (lecturers/tutors) from other courses; The goal here is design a general prototype. However, you are encouraged to engage with fellow students to discuss your ideas/designs and test early versions of your app prior to submission.

What Do We Submit?

Using the Moodle submission tool, provide a link to:

- An online repository (e.g. GitHub) containing link to your Android project. Therefore, all classes, source code, resources, manifest file etc. will be included.
- Clear guidelines for building your app in android student should be provided for reviewer.
- Included your teams peer-review in your submission.

SUBMISSION DATE

- Week 13, Friday 26th October. Before Midnight
- Follow submission with self-assessment on REVIEW

Marking Criteria (25 MARKS):

Your app will be marked out of 25 marks according to the following criteria:

- App Ideation and Content (5 Marks)
- Effective and Robust Use of API (5 Marks)
- Test Student Learning (5 Marks)
- Quality of the User Interface and Experience (10 Marks)

Criteria	*<50% (Fail) <Examples>*	*50% - 74% (Pass-Credit) <Examples>*	*≥ 75% (Distinction-HD) <Examples>*
App Ideation and Content **(5 Marks)**	• *app focus and not relevant or is poorly expressed* • *The overall content coverage on the topic is unsatisfactory*	• *app focus and relevancy are generally, but not consistently, expressed* • *The overall content coverage on the topic is good but could be made clearer; further content may be required*	• *The app focuses on a specific, relevant and complex INSF topic* • *The overall content coverage on the topic is excellent*
Effective and Robust Use of API **(5 Marks)**	• *There are some issues or limitations with the API integration; further work may be required* • *Content presented is ineffective in relation to the learning topic*	• *API integration is satisfactory* • *Content presented could be more effective in relation to the learning topic*	• *API is well integrated/creative and works as intended* • *Content of API integration is creative and meaningful to learning topic*
Effective in Testing Student knowledge **(5 Marks)**	• *Testing functionality is unsatisfactory* • *App is ineffective in testing students' knowledge*	• *App sufficient in testing students' knowledge on the topic* • *Limited feedback functionality*	• *App effective in testing students' knowledge on the topic* • *App is effective in providing feedback*
Quality of the User Interface and Experience (10 Marks)	• *UI Design is limited* • *User-experience is inconsistent and needs further development*	• *UI Design is appropriate; however, some outstanding issues Exist* • *User Experience is satisfactory*	• *App is easy to use and has an appropriate design layout* • *App functions well and robustly*

Proper Academic Conduct

All assignments need to follow UNSW's guidelines regarding proper academic conduct. The submission of materials that are non-original or have been submitted elsewhere will be considered plagiarism. Plagiarism is as unacceptable. All instances of plagiarism or other academic misconduct will be pursued. Plagiarism may lead to you failing this course, and may have negative consequences for your studies at UNSW. The general UNSW guideline on academic conduct are available online.

If you suspect that a group member's work contains plagiarism, then you should raise this with the group member concerned and have the problem rectified. If the problem is not rectified, notify the LIC who will call in a group meeting.

Please note: All code snippets that are not directly written by your team (e.g. used from a video/tutorial/etc.) must be referenced as such within your code. You must explicitly comment on the code to explain its source**. Failure to reference code that is not yours will be treated as plagiarism.** *Academic Integrity at UNSW:* https://student.unsw.edu.au/plagiarism

Tutor Assistance

Throughout the semester your tutor will provide teams and individuals with general assistance. However, unlike in previous courses such as INFS1609 and INFS2605, your tutor's role is not focused on providing detailed technical support. All students are expected to have sufficient technical knowledge and skill to be able to apply programming concepts, as well as learn new programming skills as part of the group assignment. Your tutor will be available to provide clarification on the requirement specifications as well as provide general feedback regarding the functionality as well as look and feel of your application later on in the semester. Your tutor will also be available to mediate class discussions and issues, helping your team in managing its performance. In Week 13, your tutor will ask your team to briefly present your work to the class.

Timely Assignment Submission

The late submission of assignments is not desirable and will lead to reduced marks. The late submission of assignments carries a penalty of 10% of the awarded marks for that assignment per day of lateness (including weekends and holidays). For example, a 70 marking would be reduced by 7 marks per day of lateness. In some exceptional circumstances (such as substantial misadventure or illness), the LIC may grant an extension. Applications for an extension need to be made to the LIC by email at least three full days before the due date. You will need to substantiate your application with appropriate evidence such as medical certificates or accident reports in this application. The decision to grant an extension for this assignment rests with the LIC. Work commitments and computer failures are usually considered insufficient grounds for an extension.

If you have any questions relating to your group assignment, please contact your LIC: M.cahalane@unsw.edu.au

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