

Assessment Brief

Design and implement a web application for use on mobile devices. The application should be **touch-friendly** and should provide actual functionality which users can take advantage of (i.e. your mobile web app should have a specific purpose such as a blog app, an app for a restaurant or a quiz app,).

Your application should be built using several web technologies such as HTML5, CSS3 and JavaScript and a framework such as jQuery Mobile. You may choose an alternative mobile framework or library such as Bootstrap, ionic or Sencha Touch just to name a few.

Your web application must be designed and implemented using a Mobile First approach. It should contain the following:

Requirements:

- Contain **at least three** html pages (or regions of a SPA single page application)
 - A Form
 - At least two images
 - A navigation bar
 - At least one breakpoint / media query to respond appropriately when viewed on smartphone and tablet screen sizes.
- Use at least two HTML5 API's
 - Web storage
 - Geolocation
 - Device orientation
- High-quality code
 - The application code must be separated into consistent and cohesive modules
 - The modules must follow the best practices for developing applications
 - Meet current HTML5 web standards
 - Meet current CSS standards
- Validation and Error Handling
 - Validation of user input
 - Providing user with user-friendly notifications of errors

Notes:

Each page should link back to the index.html. The layout should be consistent throughout the app. You should test it on selected mobile devices using either online emulators, or actual devices. (You will need to identify the devices you tested it on in your Group presentation / slides)

It is not enough just to put the above components on your html pages and get them working; there must be a logical reason for it. The app must have a purpose e.g. a blog application, a diary application, a game

Submission:

When you have completed the project, zip the project files into a compressed folder and upload to Moodle via the submission link provided. Each team member is required to submit (the same) copy of the group project and presentation slide(s).

Assessment criteria

Criteria/Mark	< 40	40 - 49	50 - 59	60 – 69	70+
Mobile Web Application: 75%					
Web App Structure & Visual Design (including: responsiveness of page content, layout, nav bar, font, images, form, etc.)	Un-organised mobile structure. Poor response of page content, layout, nav, font sizing, images, and form. Resulting in difficulties in accessibility and readability.	Some mobile structure with navigation demonstrated. Also inconsistent look and feel.	Fair and consistent mobile structure with navigation throughout. Responsive visual design.	Good response of Navigation and other elements. Good movement of font, layout, form, images. Makes for good usability and accessibility.	Excellent mobile structure and responsiveness to different viewports. Media Queries well-structured and composed.
Appropriate use of related technologies (e.g. HTML5, JavaScript APIs, frameworks, libraries.)	Little or no use of related technologies.	Some use of related technologies which has some relevance to the context of Mobile Web Application.	Appropriate use of related technologies enhancing the usability of Mobile Web Application.	Good use of related technologies.	Excellent use of related technologies to enhance the quality of Mobile Web Application.
Group Presentation: 25%					
Group Demonstration of Mobile Web Application.	<p>The quality of the presentation of the project. Presentation will be a maximum of 10 minutes, followed by 5 minutes for questions. All group members are expected to present. You should include a PowerPoint slide listing each team members name, the components each team member completed of the mobile web app submitted and what devices you tested your mobile web app on (real or emulated). Your presentation must also include a DEMO of your mobile web application functioning.</p> <p>Key areas include: Presentation style and content, audience engagement and interaction, flow to demonstration of mobile web app. Effectiveness of visuals if used. Depth of knowledge on technologies and mobile web app. Highlight main functionality.</p>				

General Assessment Submission Requirements for Students: