

Cross-Platform Mobile Development

General Information

Welcome to Study Cross-Platform Mobile Development!

Assignments

Learning Diary (80 Points)

To complete this course, a personal learning diary or report is required:

- Follow Lapland UAS learning diary guidelines.
- Minimum length: 10 pages.
- Encouraged: Extensive use of images and code samples.
- Include:
 - Instructions for setting up the development environment.
 - Steps to get your application running.
 - Self-assessment before and after development.
 - Reflections on your learning and its impact on your future career.
 - Clear explanations of development choices and learning outcomes.
 - Visualized architecture of your application.
- Study Path 1: Include all assignments given in the videos.

Alternatively, you may keep a **blog** or **vlog** as your learning diary.

Grading

Learning Diary

- Maximum of 80 points.
- Study Path 1: Evaluated based on quality, amount of work, and completion of assignments.
- Study Path 2: Evaluated based on the quality and amount of work.

Extras

- Smaller tasks to increase your grade by up to 30 points.

Points to Grade:

- 40 points → Grade 1
- 50 points → Grade 2
- 60 points → Grade 3
- 70 points → Grade 4
- 80 points → Grade 5

Example: With 79.5 points, the grade is 4.

Schedule

Date	Time	Location	Topic
21.01.2025	08:15 - 11:45	B243	Basics of cross-platform mobile development
28.01.2025	08:15 - 11:45	B243	Introduction to cross-platform development
04.02.2025	08:15 - 11:45	B243	Programming language of chosen technology
20.02.2025	08:15 - 11:45	B243	Setting up the environment
27.02.2025	08:15 - 11:45	B243	First cross-platform mobile application
12.03.2025	12:30 - 16:00	B243	Best practices with chosen technology
20.03.2025	08:15 - 11:45	B243	Problems with platform-specific code
27.03.2025	08:15 - 11:45	B243	Testing of cross-platform mobile application
03.04.2025	08:15 - 11:45	B243	Deployment to production
17.04.2025	08:15 - 11:45	B243	Wrap-up and final guidance

Study Paths

1. Hands-on Working

- Complete the course by following lectures and completing the assignments.

2. Independent Study

- Choose a cross-platform mobile application technology/framework.
- Develop an application that meets given requirements.

Main Goal: Develop a mobile application that is meaningful to you. Examples include tools, games, or problem-solving applications.

Instructor

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Best way to contact me is through Teams or email!

