**Assignment Front Cover Sheet**

**TITLE PAGE**

**Programme of Study: Foundation Degree in Applied Computing**

**ASSIGNMENT**

**NAME OF STUDENT: Raegan Hart YEAR OF STUDY 2**

**College Email Address: har13137034@student.cityathcoll.ac.uk**

**Unit code: LP20552A1 Unit Title Mobile Technologies**

**Unit Tutor Danielle Vass danielle.vass@bathcollege.ac.uk**

**ASSIGNMENT TITLE:**

**LP20539A1: App Development**

**WORD COUNT DATE SUBMITTED 03/12/2015**

**(May not exceed +/- 10% of limit) (Late submissions may be penalised)**

**CHEATING AND PLAGIARISM DECLARATION**

**I confirm the following**

*I have read and understood the following sources that explain cheating and plagiarism;*

*the University of Bath website at* <http://www.bath.ac.uk/library/help/infoguides/plagiarism.html>

*and my programme handbook*

*To the best of my knowledge, my work does not contain plagiarised material.*

**SIGNATURE: Raegan Hart**

Ensure that you have completed your work as specified by the deadline date and time (**Thursdays 4pm**)

You must submit one electronic copy of your work to the relevant location as detailed in the assignment brief and/or the Regulations for Submitting Assignments document.

You must keep a copy (electronic and paper) of this assignment for your own records.

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| --- | --- | --- | --- | --- | --- | --- |
| bath college MONO copy | | Assessment feedback form Students must attach this form and the assessment brief to work submitted for assessment | | | | UoB_logo-blu-xs |
| Hand out date: | | *(as per assessment plan)* | Hand in date: | | | *(as per assessment plan)* |
| Assessor: | | Danielle Vass | Date received: | | | 03/12/2015 |
| Assessor’s comments Task 1: Presentation about the past, present and future of mobile apps (20%)  Task 2: Mobile app (70%  Task 3: Demonstrate of the app (10%) | | | | | | |
| Percentage mark awarded |  | | | Contribution to Unit Marks | | 60% |
| Unit Outcomes | * Analyse and recommend an appropriate mobile solution for the workplace. * Demonstrate an understanding of a variety of mobile technologies (e.g. Mobile-device based languages, operating systems, internet browsers and environments). * Produce a mobile application for a given specification. * Research current developments in emerging mobile device techniques. | | | | | |
| Assessor’s signature |  | | | | Date |  |
| Moderator’s signature |  | | | | Date |  |

# Aims

This assignment aims to provide evidence for the learning outcomes of the unit. (See above).

It will demonstrate your ability to do the following:

* Use GUI design and visual programming skills in a given language.
* Show good problem solving skills, Time management and Planning and prioritisation of tasks.
* Prepare high quality reports and documentation to support applications.
* Present information appropriately.
* Perform user demonstrations and prepare questionnaires to aid critical evaluation of products.

# Scenario

You are tasked by a specialist subject teacher to create a **questionnaire Android app**.

The app will test how much information students already know using short questions. For example, a geography teacher might want to establish if students know flags, or capital cities for countries in the World. Students will be given a final score which can be used by the teacher to evaluate their prior knowledge.

You must also come up with at least one additional feature of your own choice e.g. more questions, or question topics.

To achieve the highest marks possible your app should also connect to an API online to retrieve questions. The method of which must be discussed prior to the app submission.

Finally, you must demonstrate a good HCI and incorporate some Material Design aspects into your app.

Your app is required to run on Android 5.0 (SDK 21) and above. It is not necessary to have a real Android device yourself, as Android Studio will provide an emulator to use.

Tasks

1. Create a presentation (with detailed notes) about past, present and future developments in mobile technologies. You are not going to do present this task, it will be submitted electronically. So the presentation should be written to be meaningful to the assessor. The presentation should be approximately 15 minutes of material.
2. A working mobile application that meets the brief, plus fully commented code. (60%)
3. A demonstration of the app 1-1 where students defend their work

# SubMISSION

You should submit via a GitHub repository:

* Folder with all source code for your Android app
* Folder for presentation in a .ptx format (not .pptx)

# Grading Criteria

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| --- | --- | --- | --- |
| **Element** | **Wt.** | **Criteria** | **Mark** |
| Task 1: Presentation about the past, present and future of mobile apps | 20% | Standard of English | 0 – 5 |
| Multiple Operating Systems mentioned (Android, iOS, Blackberry, Windows Mobile) | 0 – 8 |
| Future tech | 0 – 7 |
| Task 2: Mobile app | 70% | Profile or About Interface | 0-5 |
| Introduction Interface | 0-5 |
| Questions Interface | 0-10 |
| High Scores Interface | 0-10 |
| Persistant Storage of High Scores | 0-5 |
| Questions retrieved from Internet API | 0-15 |
| Bonus feature of your choice | 0-15 |
| HCI and material design | 0-5 |
| Task 3: Demonstrate of the app | 10% | Defence and justification of how app works | 0-10 |