



HIGHER EDUCATION PROGRAMMES

Academic Year 2024:	January – June
Summative Assessment 2:	Android App Development (HASD200-1)
NQF Level, Credit:	6, 10
Weighting:	10%
Assessment Type:	Research Essay
Educator:	Luvuyo Ngcobo
Examiner:	Ralph Mavhunga
Due Date:	10 June 2024
Total	20 Marks

A **Copyleaks Report** will be issued via ColCampus once the assignment is submitted. Please ensure that you follow the correct steps when uploading your assignment, to ensure that the Copyleaks Report is correctly issued. If the incorrect document is uploaded, or if no Copyleaks Report is issued, or if the Copyleaks Report indicates that a 30% similarity rating has been exceeded, a mark of zero (0) will be awarded. Where a Copyleaks Cheat Detection Report is issued, your submission will automatically be treated as if you received a similarity rating in excess of 30% and a mark of zero (0) will be awarded.

The following Learning Outcomes are assessed in this assessment:

- Understanding of wireframes and prototypes: demonstrate a clear understanding of what wireframes and prototypes are in the context of app development and be able to distinguish between the two.
- Knowledge of significance: explain why wireframes and prototypes are significant tools in the mobile app development process.
- Contribution to success: understand and articulate how wireframes and prototypes contribute to the overall success of a mobile application, particularly in terms of user-centred design and functionality.

- Identification of challenges: identify and discuss potential challenges or limitations developers may face when using wireframes and prototypes in app development.
- Problem-solving skills: propose strategies to overcome the challenges or limitations they identify, demonstrating problem-solving skills in app development.

Instructions

1. Summative Assessment 2 (SA 2) must be handed in online before or on the day of the Summative Assessment 1 (SA 1) sitting.
2. The essay must be a minimum of 600 (six hundred) words, and should not exceed 750 (seven hundred and fifty) words.
3. The essay structure must be as follows:
 - Cover Page:
 - Name
 - Surname
 - Student Number
 - Name of your Support Centre (i.e. Boston, Braamfontein)
 - Introduction: Tells the reader what the essay is about.
 - Body / Main Content: Is based on research and relates to the essay question or topic that has been set.
 - Conclusion: Is a summary of what has been covered in the essay, it may also include suggestions / recommendations.
 - Reference list: (not included in the word count): the Harvard Referencing Method must be adhered to with regards to in-text citations and the reference list. Please make sure you have read and adhere to the *NWU Referencing Guide*, available in the HE Library module on ColCampus, as well as *The Beginners Guide to Plagiarism*, available in the HE Student Information module, also on ColCampus.
4. The essay must be typed, using the following type settings only:
 - Font: Arial
 - Font Size: 12
 - Line Spacing: 1.5

- The following must be adhered to:
- *You have been provided with two (2) academic sources (see below), these sources are compulsory and must be consulted and referenced when answering the research question.*
- *It is imperative to note that the compulsory sources must be accessed using the Library module on ColCampus.*

Compulsory sources to peruse:

- Shahrabi, N.B., Jin, L. and Zheng, W.J., (2021). *“Design Thinking and Mobile App Development: A Teaching Protocol”*. Retrieved from <https://aisel.aisnet.org/jise/vol32/iss2/2> [Accessed on 21 August 2023] (**Google Scholar**)
- Wong, C.Y., Khong, C.W. and Chu, K., (2012). *“Interface Design Practice and Education Towards Mobile Apps Development”*. Retrieved from <https://doi.org/10.1016/j.sbspro.2012.08.227> [Accessed on 21 August 2023] (**Google Scholar**)

5. You must make use of the Harvard Method of Referencing. Refer to the examples of referencing below:

Book, single author:

Holt, D.H. 2017. Management principles and practices. Sydney: Prentice-Hall.

Book, 2 or 3 authors:

McCarthy, E.J., William, D.P. & Pascale, G.Q. 2017. Basic marketing, Cape Town: Juta.

Book, more than 3 authors:

Bond, W.R., Smith, J.T., Brown, K.L. & George, M. 2016. Management of small firms, Sydney: McGraw-Hill.

Book, no author:

Anon. 2009. A history of Greece 1994-now. Sydney: Irwin.

eBook:

Harris, C.A. 1917. How to write music: musical orthography, edited by M. Randall. New York, NY: H. W. Grey. <http://gutenberg.org/files/37281/37281-h/37281-h.htm>. Date of access: 31 August 2017.

Academic Journal article with one author:

Allan, J. 2017. Nurturing supportive learning environment in higher education through the teaching of study skills: to embed or not to embed? *International Journal of Teaching and Learning in Higher Education*, 19(2):64-76.

Academic Journal with 2 or more authors:

Glatt, M.M., Grindstone, C.H & Hult, C.J. 2019. The geographic expansion of Mexican immigration in the United States and its implications for local law enforcement. *Law Enforcement Executive Forum Journal*, 8(1):73-82.

Webpage, no author:

(use first few words of the page title) Improve indigenous housing now, government told. 2007. Available from: <<http://www.architecture.com.au/i-cms?page=10220>>. Date of Access, 8 February 2016.

Website:

Australian Securities Exchange. 2019. Market Information. Available from: <http://www.asx.com.au/professionals/market_information/index.htm> Accessed on 5 July 2019.

Web based image / table / figure:

The Lunar Interior. 2000. Available from: <http://www.planetscapes.com/solar/browse/moon/moonint.jpg> 2 Accessed on 8 November 2016.

Blog:

Newton, A. 2007. Newcastle toolkit. 16 January 2007. Angela Newton: Blog. Available from: <<https://elgg.leeds.ac.uk/libajn/weblog/>> Accessed on 23 February 2014.

Facebook and Twitter:

Smith, P. 2012. Social networking group, (Facebook), 6 October. Available from: <http://facebook.com> Accessed on 29 October 2012.

Newspaper, print:

Wolhuter, T. 2011. How to read food labels. *Star*. 26, 2 Mar 2011.

Newspaper, electronic database:

Hans, B. 2011. Cosatu slams Swazi loan. *The mercury*, 15 Aug. <http://www.iol.co.za/mercury/cosatu-slams-swazi-loan-1.1117816> Date of access: 1 Sep. 2012.

6. Plagiarism occurs when a writer duplicates another writer's language or ideas, and then calls the work his or her own. Simply put, plagiarism is theft. This includes the 'copy and paste' of work from textbooks, study guides, journal articles. The Plagiarism Declaration, included in this brief, must be signed and attached to the front of your essay. Refer to the Plagiarism Information Sheet in your Course Outline for further information.

7. Academic sources:

Not all sources can be classified as an academic source. To judge whether a source is an academic source, take the following criteria into account:

- The author should be identifiable
- The source should be published by a credible publisher (In an Academic Textbook or Academic Journal)
- A list of references should be provided

Wikipedia **is not** a credible academic source. There is no one author identifiable, and editing an article on this site is very easy. Also, blog posts often provide valuable information, but this is not academically sound.

8. To obtain maximum results, please consult the rubric included in this brief to ensure that you adhere to and meet all the given criteria.

Question 1

(20 Marks)

Discuss the significance of wireframes and prototypes in the mobile app development process. Explain how wireframes and prototypes contribute to the success of a mobile application, emphasizing their roles in enhancing the development team's understanding of the project, facilitating user testing, and ensuring a user-centred approach.

Compulsory sources to peruse:

- Shahrabi, N.B., Jin, L. and Zheng, W.J., (2021). *“Design Thinking and Mobile App Development: A Teaching Protocol”*. Retrieved from <https://aisel.aisnet.org/jise/vol32/iss2/2> [Accessed on 21 August 2023] (**Google Scholar**)
- Wong, C.Y., Khong, C.W. and Chu, K., (2012). *“Interface Design Practice and Education Towards Mobile Apps Development”*. Retrieved from <https://doi.org/10.1016/j.sbspro.2012.08.227> [Accessed on 21 August 2023] (**Google Scholar**)

The following Learning Outcomes are assessed in this assessment:

Understanding of wireframes and prototypes: demonstrate a clear understanding of what wireframes and prototypes are in the context of app development and be able to distinguish between the two.

Knowledge of significance: explain why wireframes and prototypes are significant tools in the mobile app development process.

Contribution to success: understand and articulate how wireframes and prototypes contribute to the overall success of a mobile application, particularly in terms of user-centred design and functionality.

Identification of challenges: identify and discuss potential challenges or limitations developers may face when using wireframes and prototypes in app development.

Problem-solving skills: propose strategies to overcome the challenges or limitations they identify, demonstrating problem-solving skills in app development.

Assignment content	Suggested mark allocation					Total
	10-16	7-9	5-6	2-4	0-1	
<p>Discuss the significance of wireframes and prototypes in the mobile app development process.</p> <p>Explain how wireframes and prototypes contribute to the success of a mobile application, emphasizing their roles in enhancing the development team's understanding of the project, facilitating user testing, and ensuring a user-centred approach.</p>	<p>Understanding of wireframes and prototypes - 4 marks</p> <p>Comprehensive and accurate understanding.</p> <p>Significance in Mobile App Development - 6 marks</p> <p>Comprehensive and insightful explanation.</p> <p>Contribution to success - 6 marks</p> <p>Comprehensive explanation with well-explained examples.</p>	<p>Understanding of wireframes and prototypes - 3 marks</p> <p>Adequate understanding, few minor inaccuracies.</p> <p>Significance in Mobile App Development - 3 marks</p> <p>Adequate explanation with some elaboration.</p> <p>Contribution to success - 3 marks</p> <p>Adequate explanation with relevant examples..</p>	<p>Understanding of wireframes and prototypes - 2 marks</p> <p>Limited understanding, some inaccuracies.</p> <p>Significance in Mobile App Development - 2 marks</p> <p>Basic explanation, lacks depth.</p> <p>Contribution to success - 2 marks</p> <p>Basic explanation, lacks depth or examples.</p>	<p>Understanding of wireframes and prototypes - 2 marks</p> <p>Little to no understanding</p> <p>Significance in Mobile App Development - 1 marks</p> <p>Fails to explain significance clearly.</p> <p>Contribution to success - 1 marks</p> <p>Does not explain the contribution clearly.</p>	<p>The student shows some awareness of the topic but does not meet or address the given criteria.</p>	
	10-16	7-9	5-6	2-4	0-1	
Bibliography and Referencing	<p>Evidence that multiple relevant and compulsory sources were consulted✓</p> <p>Correct Harvard referencing for all sources. ✓</p> <p>Appropriate in-text citations✓✓</p>	<p>At least two (2) sources (relevant and compulsory sources) were consulted✓✓</p> <p>Correct Harvard referencing for some sources. ✓</p>	No evidence of research or acknowledgement of sources (In-text citations and Bibliography missing)			
	4	3-1	0			/20