

Assignment 5 - Reflection

Important Information

This assignment is due on **Sunday 12th June @ 23:55**

This is an **individual** assignment.

This assignment is worth 7.5% of your final grade.

This assignment addresses ILOs 1, 2, 3, and 4.



Marking Rubric

[Assignment 5 2022.docx \(docx, 25KB\)](#)

Background

In the assignments you have been tasked with prototyping, developing and evaluating a mobile application for supporting stroke patients and their clinicians as per the [Assignment Theme](#). In this assignment 5 you will reflect on your work across assignments 1 to 4, contrasting and comparing the development approaches, exploring the positives of your developed applications, and identifying ways in which the work might be improved. This will be done in the format of a report, with the required sections outlined in this document.

The goal of this assignment is for you to assess your understanding of all the concepts taught in this unit, and for us to assess your ability to apply those concepts in a theoretical form to future work.

Specification

Your documentation will consist of the following sections (note percentages in this section add up to 85%, because Intro+Style+References = 15%):

- **Introduction (max 2 paragraphs)**
 - Briefly explain the purpose of the application, and the considerations you have made about your target users. Don't assume your reader has seen your Assignment 1.
- **Usability Testing and Usability Goals (15%; about 1.5 pages)**
 - Describe what impact the results of the Usability Testing that you did in Assignment 1 had on Assignments 2, 3, and 4. Did the results guide your design approach at all? If yes, how. If no, how do you think your designs might have changed?
 - You may also like to indicate if the marker feedback given for Assignment 1 impacted on your design.
 - Describe what impact your knowledge of design principles and usability goals from Week 1 had on Assignments 2, 3, and 4. Briefly describe which principles and goals you feel you implemented the best in each assignment.
 - A good assignment will make use of screenshots of specific sections of your completed assignments to illustrate your points here.

- Identify ways in which your applications could be improved in terms of how **usable** it is.
- **Development Experience Comparison (25%; about 2 pages)**
 - Compare the development experience for each of Android, iOS, and Flutter. Do this in terms of:
 - IDE experience (i.e. the programs you used to write and compile your application -- how usable, and intuitive was each?)
 - Language features and syntax (i.e. were some things easier to code in one language than in another?)
 - Framework features (i.e. available UI widgets, approach for data-transfer between screens, list management etc.)
 - Firebase implementation
 - For each of the points above, be sure to compare each platform to the others (the point is *comparison*, not documentation of things without context to the other platforms).
- **Application Comparison (20%; about 2 pages)**
 - Using a maximum of two screenshots from each of your assignments (including Assignment 1; and pick the most illustrative screens in the app), compare and contrast the visual differences between each.
 - Note any similarities between the assignments, and describe how the OS-design for Android and iOS necessitated visual differences between your applications.
 - Explain the strengths and weaknesses in terms of layout and visual style in each assignment.
- **Future Directions (25%; about 1.5 pages)**
 - List (not describe) features that would make this application more likely to be **useful** for actual stroke patients and their doctors.
 - Referring to the Week 13 lecture content (and further research), describe what steps you would need to take *for each platform* to allow this application to be **used** on the Google Play and Apple App Store.
 - Include in your description, how you would conduct a round of beta-testing.
- **Conclusion (max 1 paragraph)**
 - Wrap things up, summarising the report.
- **References**
 - Include academic (and non-academic) references throughout your report.
 - Use a Harvard referencing style.
 - Because people always ask how many, 3-5 *quality* references for this assignment will suffice.

Your documentation must be no longer than 8 pages (excluding references). You should use 10pt Times New Roman font with normal margins, with "single" line spacing.

You do not need to provide a Table of Contents or Cover Page, however you should indicate your name and Student ID somewhere in the document.

There should be no need for appendices.

All figures:

- count towards page count
- should be referred to in-text (e.g. "as shown in Figure 1", "(Figure 2)", etc)
- do not need a caption (but can if you like)
- *may* be placed in-and-around text to save space
- *may* be resized to be smaller, but must still be legible, and maintain **original** aspect ratio

Assignment Submission

The following files must be submitted via MyLO before 23:55 on Sunday 12th June (Exam Period):

- Your report, in PDF format.



Assignment Submission Box

[Assignment 5 - Reflection](#)

Plagiarism and Cheating

Practical assignments are used by the Discipline of ICT for students to both reinforce and demonstrate their understanding of material which has been presented in class. They have a role both for assessment and for learning. It is a requirement that work you hand in for assessment is your own.

Working with others

One effective way to grasp principles and concepts is to discuss the issues with your peers and/or friends. You are encouraged to do this especially on the class Discord. We also encourage you to discuss aspects of practical assignments with others. However, once you have clarified the principles of the problem, you must develop a solution entirely by yourself. In other words; you must develop the application *yourself*. You can discuss problems, but not share entire solutions (one or two line code-snippets on Discord are fine). Assistance with solutions should be provided by staff.

Cheating

- Cheating occurs if you claim work as your own when it is substantially the work of someone else.
 - This includes the use of third-party code from online resources.
- Cheating is an offence under the Ordinance of Student Discipline within the University. Furthermore, the ICT profession has ethical standards in which cheating has no place.
- Cheating involves two or more parties.
 - If you allow written work, computer listings, or electronic versions of your code to be viewed, borrowed or copied by another student you are an equal partner in the act of cheating.
 - You should be careful to ensure that your work is not left in a situation where it may be used/stolen by others.

Where there is a reasonable cause to believe that a case of cheating has occurred, this will be brought to the attention of the unit lecturer. If the lecturer considers that there is evidence of cheating, then no marks will be given to any of the students involved and the case will be referred to the Head of Discipline for consideration of further action.



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