

**ASSIGNMENT**  
**BAIT2073 MOBILE APPLICATION DEVELOPMENT**  
**ACADEMIC YEAR: 2016/2017**

**GROUP:**

Group of 2 to 3 members

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**WEIGHTING TOWARDS THE ASSIGNMENT:**

Total: 100%

(This assignment contributes 40% to the final marks)

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**SUBMISSION DATELINE:**

Prototyping Presentation	: Week 6
Final Presentation & Program Submission	: Week 12-13

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**LEARNING OUTCOME BEING ASSESSED:**

- Explore content providers and the techniques of saving data by working with mobile application databases.
  - Build a mobile application to be published in a team.
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**SCENARIO:**

Create a mobile app to address a need in at least one category:

1. Connected Communities: this category focuses on the use of mobile technology to enhance communities – of learning, of practice, and of governance. Themes may include development of experimental online systems that connect students, lecturers, and staff members of TAR UC in meaningful and productive ways.
2. Health and Safety: Development of cost-effective ways in improving health and safety of stakeholders of TAR UC. Themes may include development of systems that integrate mobile devices, sensors, and other hardware and software systems.
3. Hilti Mobile App Competition 2017. Visit <https://www.hilti.com/it-iot-competition-2017> to find out more about this competition.

Create a prototype of your app and present it to your tutor. Prepare a 5 minutes presentation. Your presentation slide should be less than 10 slides. The slides should include the following items:

1. Title of app
  2. Introduction
  3. Theme
  4. Solution(s)
  5. Navigation Design
  6. Screen Design
  7. Conclusion
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## DELIVERABLES

1. A hardcopy of your prototype presentation slides.
2. A softcopy of your program source code and installation file (APK) that is either saved in a CD or other mode of delivery as specified by your tutor.
3. A peer evaluation form for each team member (see Appendix A). **DO NOT** attach this form to item 1-2. Submit this form to your tutor without showing it to your team member.
4. A declaration form (see Appendix B).
5. A copy of task description and assignment evaluation form for each student (Appendix C and D).
6. Format of documentation:
  - Paper Size: A4
  - Top and bottom margin: 1 inch
  - Left and right margin: 1.25 inches
  - Font Type: Times New Roman
  - Font Size: minimum 14 pts.
  - Line Spacing: 1.5 line spacing
  - Pages to be numbered
  - Citation and reference list **MUST** follow the TAR UC's Harvard Standard Referencing Style.
  - Appendix is to be used to attach graphs, diagrams, figures, and other findings
  - Use A4 size 70-80 gsm paper with one staple at the top left corner

## EVALUATION

### Assessment Criteria:

Criteria	Marks
Prototype Presentation	20
Value/Usefulness/Appeal of Application	20
User interface	10
Innovativeness/Creativity	10
Working/functional features	30
Data storage	10

## LATE SUBMISSION

No late assignments will be accepted (**get zero**). Please do not argue with your tutor if you really failed to submit your assignment on time as the consequence on late submission has been given in advance.

However, in certain circumstances, the students may be allowed to turn in the assignment late. The students must contact the tutor **BEFORE** the assignment is due. The tutor will evaluate whether the circumstance warrants submitting the assignment late. A late penalty will be applied. The penalty is as follows:

- 1 day late : deduct 20%
- 2 days late : deduct 30%
- 3 days late : deduct 50%
- 3 or more days : deduct 100%

## **No-CHEATING POLICY**

A reminder on the no-cheating policy: You are **NOT** to share your work with your peers, but please feel free to have discussion with your peers. If cheating is discovered, both parties will take equal blame (**get zero**). Please note that the assignment should be your own work, although you may incorporate ideas or techniques from books, online resources, etc. By copying materials directly from any sources of materials will lead to zero. You have been warned. Whenever you face any problems, please seek advice from your tutor.

Reference

**Appendix A**

**Peer Evaluation Form**

Name : \_\_\_\_\_  
 Course Code : \_\_\_\_\_  
 Course Title : \_\_\_\_\_

The following is a list of statements to be answered and each of your group members. Think carefully about assigning rating values for each of the statements.

Scale:

5-Strongly Agree      4-Agree      3-Neutral      2-Disagree      1/0-Strongly Disagree

No	Criteria	Team Member 1:	Team Member 2:	Team Member 3:
1	Was dependable in attending team meetings.			
2	Willingly accepted assigned tasks.			
3	Contributed positively to group discussions.			
4	Completed work on time or made alternative arrangements.			
5	Helped team member to finish their tasks on time.			
6	Did work accurately and completely.			
7	Produced high quality works.			
8	Contributed a fair share to weekly works.			
9	Worked well with other group members.			
10	Overall was a valuable member of the team			

Signature :  
 Name :  
 Date :

**Appendix B**

**Coursework Declaration**

Semester : \_\_\_\_\_

Course Code & Title : \_\_\_\_\_

**Declaration**

I/We confirm that I/we have read and shall comply with all the terms and condition of TAR University College's plagiarism policy.

I/We declare that this assignment is free from all forms of plagiarism and for all intents and purposes is my/our own properly derived work.

Signature(s) : \_\_\_\_\_

Name(s) : \_\_\_\_\_

Date : \_\_\_\_\_

**Appendix C**

Name : \_\_\_\_\_ ID: \_\_\_\_\_

Programme : \_\_\_\_\_ Group : \_\_\_\_\_

Please describe the job(s) assigned to you for the assignment of the above mentioned course.

Signature \_\_\_\_\_ Date : \_\_\_\_\_

**Appendix D**

Name : \_\_\_\_\_ ID: \_\_\_\_\_

Programme : \_\_\_\_\_ Group: \_\_\_\_\_

Scale:

5-Strongly Agree      4-Agree      3-Neutral      2-Disagree      1/0-Strongly Disagree

Criteria	Marks
<b>Prototype Presentation (20%)</b>	
The prototype is presented in a professional manner; UI is well designed using appropriate UIs controls/components.	
The prototype demonstrates high quality design and development effort; all the necessary layouts are included and no spelling errors.	
Prototype presentation is of good quality; presentation slides are at appropriate length, visually attractive, and contain all important information.	
Presentation style; Presenters are well prepared and language use is appropriate.	
<b>Value/Usefulness/Appeal of Application (20%)</b>	
The app is useful to the target market and users will prefer the app over other alternatives.	
Proposed functions are useful in solving identified problem(s).	
Users are guided with suitable hints/tutorials/messages.	
Icon, background, and other visual effects are designed in a creative and professional manner.	
<b>User interface (10%)</b>	
The app is easy to navigate and use without instructions. UIs are designed to work across devices of different screen sizes, orientations, and languages.	
Screen Design. Screens are arranged and linked logically. Proper themes and styles are used to provide unify UI design.	
<b>Innovativeness/Creativity (10%)</b>	
App with enhanced or innovative features distinguishing it from other similar existing apps.	
The proposed app is unique and it is a feasible and creative solution to the problem(s)	
<b>Working/functional features (30%)</b>	
Completeness. All proposed functions have been completed.	
Error Detection. Proposed functions are correctly implemented with proper error detection and handling methods.	
Maintainability. The solution was developed using OOP development techniques that is maintainable and reusable.	
Efficiency/Performance. Features are efficient in performing the tasks.	
Information presentation. Users are well informed of system information and progress of actions.	

Originality. Functions, modules, objects, and other elements used in project are original.	
Data storage (10%)	
Data is correctly stored in an appropriate method.	
Data could be stored and retrieved correctly.	

Total: \_\_\_\_\_/100

Remark:

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Marked by: \_\_\_\_\_ Date: \_\_\_\_\_