

A wide-angle photograph of a modern architectural complex. In the foreground, a large building with a curved, glass-enclosed entrance is visible, featuring a series of vertical columns and a decorative bunting banner. Behind it, a multi-story building with a grid-like facade rises. In the background, a dense urban area with various buildings, including a prominent tall residential tower, is visible under a clear sky.

Welcome to The Computing Challenge

An Introduction
J Allen J Edwards

Meet The Module Team



Julie Allen

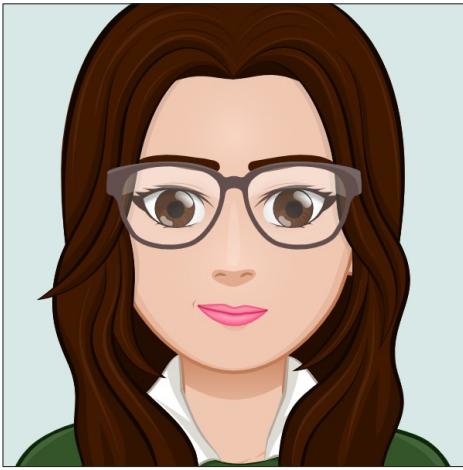
Module Leader



Jonathan Edwards

Module Leader

Meet The Module Team



Chiara Fasching



Matthew Bates



John King



Oliver Kerr



Halima Kure

The Computing Challenge

- eWorking in small teams
 - Building an app
 - Learning simple design and development concepts
 - Getting to know each other, your team-mates, and your tutors
 - Having fun!



So, what is this app that you will build?



Welcome to...

The Quest

Seek and ye shall find
Great knowledge at every
step

But do so in great haste
As rewards doth await

A black and white photograph of a Gothic-style building with arched windows and a large tree in the foreground.

The Quest

Solve the riddles

Be the first to finish
The Quest

And be the winning
team!

The Competition

- Present your work to your peers and tutors
- Vote for your favourites
- Receive points for good work
- Climb the Leaderboard
- And maybe win..

The Quest!



Key Themes

- Design
- Development
- Testing
- Marketing
- Team working
- Academic skills
- Reflection





The Symposium

- Showcase your teams' achievements to the wider UCLan community
- Produce an academic poster
- Each team will present a 'stand'
- Talk to guests about your work
- Vote for your favourite apps and team stands

The Assessments

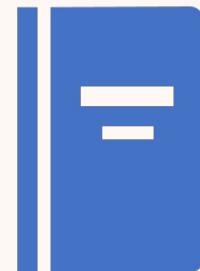


Assignment 1: Test

Tuesday 17th October

Will take place within labs

30% of the module grade



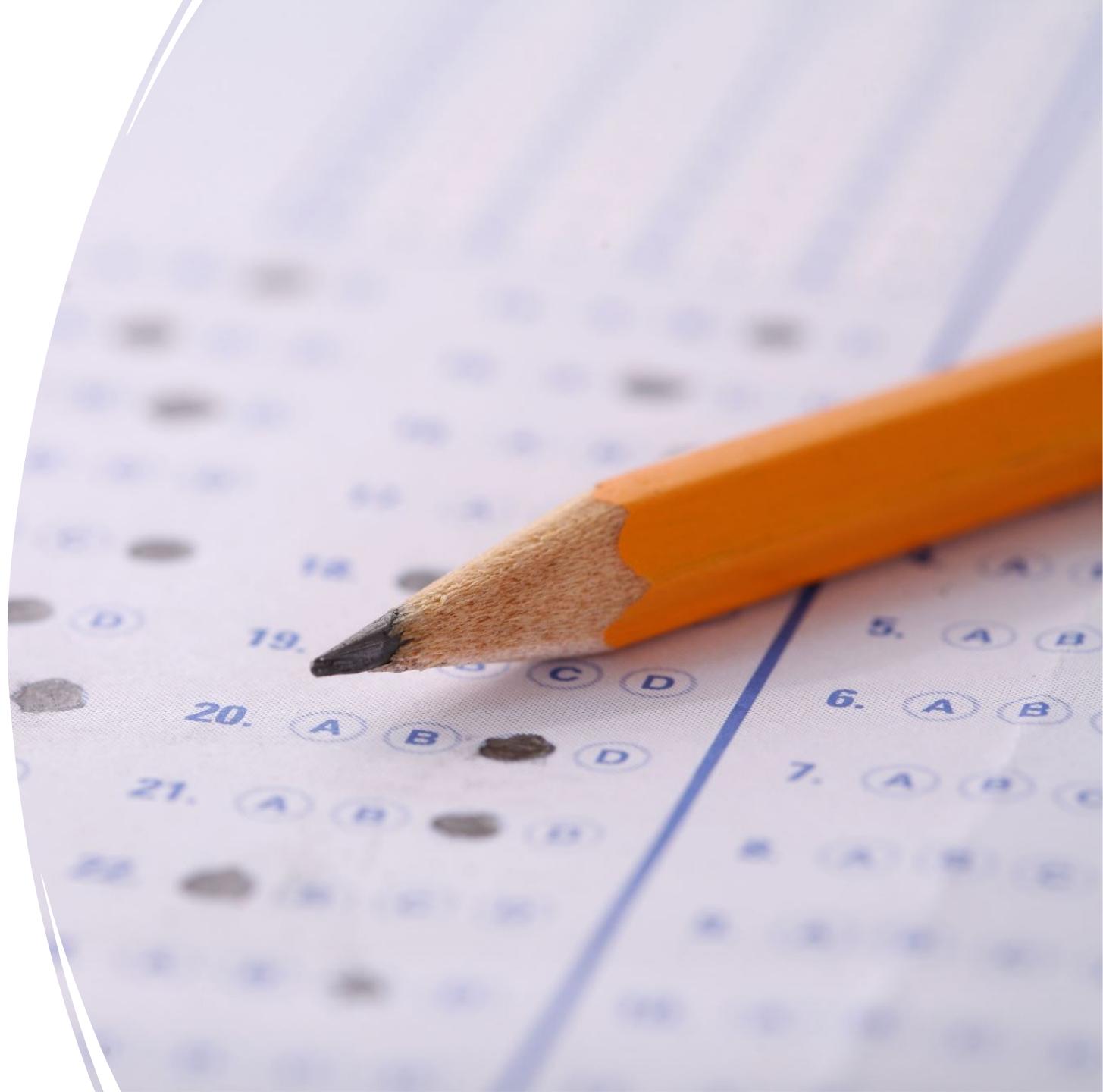
Assignment 2: Report

Hand in after Achievement
Week TBA

70 % of the module grade

Test

- Will take place during the final week of The Challenge
- A mix of question styles, mostly multiple-choice
- Will cover all aspects of the module, not just the app development!
- Same day feedback & mark





Assignment

- A 2000-word equivalent written document
- The template will be provided that includes all the required sections
- Covers all aspects of the module, from teamworking experience to app design, reflection, and academic skills
- Let's look at this in more detail...

First Team Challenge (The Funny Selfie)

- Voting – you will watch a PowerPoint slideshow of Fridays Team Challenge photos
- 1 vote per Team – write your **answer** on the piece of paper, along with your **team code** and **team name**





Have a **break**, have a 



And the
winner is..

Our App Development Environment

- **Thunkable** is a platform which allows users to create mobile applications without prior programming knowledge
- You may have seen similar platforms like Scratch and Edublocks which use blocks as code
- Thunkable allows us to build mobile app prototypes and test instantly with the Thunkable app on iPhone or Android
- It also allows for a finished app to be built natively for Android (.apk)



Concepts Covered in this Module

- Drag and drop
- Event driven programming
- Fundamental programming concepts:
 - Variables
 - Loops
 - Conditions
 - Etc.



{

Demo Time;

}

Today's Lab Work

- Today you will familiarise yourselves with the Thunkable environment, and practice some basic programming skills

