

	Learning Outcome	Fail 0-39%	Third 40-49%	Lower Second 50-59%	Upper Second 60-69%	First 70-100%
Mobile Technology 20% ILO 1	Critically evaluate different technology design and implementation options for developing mobile apps with rationale and recommendations.	A poor attempt to explain which platform would be best suited to use to develop the app.	An explanation of which platform would be best suited to develop the app but poor justification.	A clear explanation of the choice of platform listing the criteria used in its selection.	A clear explanation of the choice of platform with a detailed analysis of the criteria used in its selection.	A clear explanation of the choice of platform, a detailed analysis of the criteria used in its selection including staff recruitment, skills and training options.
UI 20% ILO 2	Apply the appropriate platform and technologies to produce a mobile app that delivers innovative user experience within specified time constraints and quality requirements, including risk management.	Poor front-end design with inconsistent style and layout or low accessibility or poor choice of demo data.	Interface design uses a range of standard widgets. Appearance may lack consistency between the different screens.	Interface design makes good use of Material Design principles. Appropriate navigation and routing choices. Consistent look and feel across the app.	Interface design uses high-quality custom widgets with intuitive use of navigation and gesture. Consistent use made of Material Design themes.	High-quality design with responsive layout that is optimised for different screen sizes without text or images getting too small or text and form fields getting too wide.
Functionality 20% ILO 3	Design and implement a mobile app following the process of building native or hybrid apps.	Features 1 and 2 not completely implemented and demonstrated.	Features 1 and 2 functionality fully implemented and demonstrated.	Features 1, 2 and 3 fully implemented and demonstrated.	Features 1, 2, 3 and 4 fully implemented and demonstrated.	Features 1, 2, 3 and 4 fully implemented and demonstrated plus a range of advanced functionality.
API Design 20% ILO 4	Demonstrate an ability to maintain ease of data access and usability across platforms.	Failed attempt to implement an API.	Working API but not REST compliant. Poor data security.	API makes correct use of methods, collections and resources.	API correctly implements methods, collections and resources. Single entry point with URLs linking collections and resources for easy navigation.	Methods, collections and resources and URLs correctly implemented. Errors correctly handled with valid status codes and error messages.
Dev Tools 20% ILO 5	Evaluate mobile app development resources and apply appropriate tools, apps editors or the Integrated Development Environments (IDEs) for developing cross platform apps.	A poor getting started guide that contains multiple errors and omissions.	A simple guide that covers the installation and configuration of the chosen IDE.	A well-illustrated guide covering installation, setup, app usage plus how to use the IDE to simplify the app development process.	A well-illustrated guide covering installation, setup, app usage plus how to get a copy of the code and the steps needed to produce and test a SPA/PWA.	A well-illustrated guide covering installation, setup, app usage plus code access and the steps needed to produce and test a SPA/PWA and a native app including the purpose of each step.