

TASK A1.1P

HELLO MOBILE WORLD

Familiarity with Android Studio and mobile design components

Due: by Monday of week 3, for review ahead of week 3's lab

AIM

The aim of this task is for you to demonstrate familiarity with the IDE used for Android development and that you understand the basic ideas of designing for mobile devices.

TASKS

1. Designing for mobile

A number of fundamental differences exist between an app and something designed for PC or web.

For this task you will need to review an Android app (ideally a native app, not just a web app) that also has a web presence. This could include but is not limited to:

- Banking apps
- Learning management system apps
- Todo list apps
- Etc. etc.

Write up to two pages or around 500 words analysing the differences between the web and Android versions. Take note of what features are offered or not, how the design differs, how the app version would be used differently to the web version, etc. The list of criteria will be brainstormed in Canvas on the discussion board or in the first workshop.

You will also need to contribute **one** of the key points from your research to the discussion board on Canvas.

Checklist:

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- ☐ Key points regarding the difference between designing for mobile and web
- ☐ Clear writing and structure
- ☐ References correctly used if needed
- ☐ Contribution to the discussion board in Canvas

2. My own app about me myself and I

Create an app that displays your (nick)name in the centre of the screen. Take a screenshot of your app running in the emulator with Android Studio in the background.

Checklist:

- ☐ Screenshot of emulator and Android Studio, showing an app with your nick(name).