

Module code: MOD005452	Version: 1 Date Amended: 04/May/2016
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1. Module Title
Mobile Application Development

2a. Module Leader
James Larner

2b. Department
Department of Computing and Technology

2c. Faculty
Faculty of Science and Technology

3a. Level
6

3b. Module Type
Standard (fine graded)

4a. Credits
15

4b. Study Hours
150

5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisite:	MOD005424	Programming Concepts	Compulsory
Pre-requisite:	MOD005441	The Mobile Web	Compulsory
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:			

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

Web-based mobile content has its place, however there is also a need for native mobile applications that can offer more functionality and utilise the hardware of the mobile device being used to deliver the content. This module builds on The Mobile Web module and introduces students to the development of native applications on different platforms.

Students will utilise development tools and techniques on platforms such as Windows Phone, IOS and Android to create native apps based on real world scenarios.

Students will integrate data-driven apps with appropriate databases and third party APIs. The module will also investigate the functionality of the hardware and software used to deliver the app and will utilise this to create user friendly systems. Design guidelines from companies such as Android will be used to develop user-friendly content.

Assessment:

Students will design, build, test and demonstrate a mobile app of their own design. This will be documented in a report which will critically evaluate aspects of usability and following industry best practices.

6b. Outline Content

Develop native mobile apps

Utilise Data connections and API's

Evaluate the user experience

Understand design constraints for mobile Apps

Utilise design guidelines

Evaluate available IDEs for creating content

6c. Key Texts/Literature

The reading list to support this module is available at: <http://readinglists.anglia.ac.uk/modules/mod005452>

6d. Specialist Learning Resources

Computers running Mobile App IDE such as Android developer studio - <http://developer.android.com/sdk/index.html>

7. Learning Outcomes (threshold standards)

No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Relate design guidelines to real world app development
2	Knowledge and Understanding	Evaluate and understand user experience with relation to App development
3	Intellectual, practical, affective and transferrable skills	Design and develop a mobile application
4	Intellectual, practical, affective and transferrable skills	Utilise and integrate data connections and third party APIs

8a. Module Occurrence to which this MDF Refers

Year	Occurrence	Period	Location	Mode of Delivery
2017/8	F01UCP	Semester 2	University Centre, Peterborough	Face to Face

8b. Learning Activities for the above Module Occurrence

Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	12	1,2,3,4	Lecture 1hr x 12 weeks
Other teacher managed learning	24	1,2,3,4	Practical 2hr x 12 weeks
Student managed learning	114	1,2,3,4	reading, research, skills practice, assignment
TOTAL:	150		

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1,2,3,4	100 (%)	Fine Grade	30 (%)
Program (equivalent to 2,000 words) and report of 1,000 words					

In order to pass this module, students are required to achieve an overall mark of 40%.

In addition, students are required to:

- (a) achieve the qualifying mark for each element of fine graded assessment of as specified above
- (b) pass any pass/fail elements