



ICT725 USER EXPERIENCE AND MOBILE APPLICATION DEVELOPMENT T225

All information in the Subject Outline is correct at the time of approval. KOI reserves the right to make changes to the Subject Outline if they become necessary. Any changes require the approval of the KOI Academic Board and will be formally advised to those students who may be affected by email and via Moodle.

Information contained within this Subject Outline applies to students enrolled in the trimester as indicated

1. General Information

1.1 Administrative Details

Associated HE Award(s)	Duration	Level	Subject Coordinator
Master of Information Technology (MIT) Master of Information Systems (MIS) Graduate Diploma of Information Technology (GDIT) Graduate Certificate of Information Technology (GCIT)	1 trimester	Postgraduate	Dr Aroba Khan aroba.khan@koi.edu.au P: 92833583 L: Level 1-2, 17 O'Connell St. Consultation: via Moodle or by appointment.

1.2 Core/Elective

This subject is

- an elective subject for the Master of Information Technology (MIT)
- an elective subject for the Master of Information Systems (MIS)
- an elective subject for the Graduate Diploma of Information Technology (GDIT)
- an elective subject for the Graduate Certificate of Information Technology (GCIT)

1.3 Subject Weighting

Indicated below is the weighting of this subject and the total course points

Subject Credit Points	Total Course Credit Points
4	MIT (64 Credit Points); MIS (64 Credit Points); GDIT (32 Credit Points); GCIT (16 Credit Points)

1.4 Student Workload

Indicated below is the expected student workload per week for this subject

No. Timetabled Hours/Week*	No. Personal Study Hours/Week**	Total Workload Hours/Week***
3 hours/week plus supplementary online material	7 hours/week	10 hours/week

* Total time spent per week at lectures and tutorials

** Total time students are expected to spend per week in studying, completing assignments, etc.

*** Combination of timetable hours and personal study

1.5 Mode of Delivery Classes will be face-to-face or hybrid. Certain classes will be online (e.g., special arrangements).



1.6 Pre-requisites Nil

1.7 General Study and Resource Requirements

- Students are expected to attend classes with the weekly worksheets and subject support material provided in Moodle. Students should read this material before coming to class to improve their ability to participate in the weekly activities.
- Students will require access to the internet and their KOI email and should have basic skills in word processing software such as MS Word, spreadsheet software such as MS Excel and visual presentation software such as MS PowerPoint.
- Computers and WIFI facilities are extensively available for student use throughout KOI. Students are encouraged to make use of the campus Library for reference materials.

Software resource requirements specific to this subject: Office 365, MS Imagine, Visio, Xamarin, PowerMockup, Adobe XD.

1.8 Academic Advising

Academic advising is available to students throughout teaching periods including the exam weeks. As well as requesting help during scheduled class times, students have the following options:

- Consultation times: A list of consultation hours is provided on the homepage of Moodle where appointments can be booked.
- Subject coordinator: Subject coordinators are available for contact via email. The email address of the subject coordinator is provided at the top of this subject outline.
- Academic staff: Lecturers and Tutors provide their contact details in Moodle for the specific subject. In most cases, this will be via email. Some subjects may also provide a discussion forum where questions can be raised.
- Head of Program: The Head of Program is available to all students in the program if they need advice about their studies and KOI procedures.
- Vice President (Academic): The Vice President (Academic) will assist students to resolve complex issues (but may refer students to the relevant lecturers for detailed academic advice).

2. Academic Details

2.1 Overview of the Subject









Successful technological innovations, such as the iPhone, have highlighted the importance of usability – the ease of access and/or use of a product, website, or app. In order to design for usability, this subject provides an in-depth understanding of user interaction design theories, principles and practices. It examines user-centred design methodologies, particularly in the context of the user experience. Students will apply these methodologies to develop prototypes and a functioning cross-platform mobile application. Contemporary issues related to the design of interfaces for emerging technologies will also be explored.

2.2 Graduate Attributes for Postgraduate Courses

Graduates of postgraduate courses from King's Own Institute will achieve the graduate attributes expected from successful completion of a postgraduate degree under the Australian Qualifications Framework (2nd edition, January 2013). Graduates at this level will be able to apply advanced body of knowledge in a range of contexts for professional practice or scholarship and as a pathway for further learning.

King's Own Institute's key generic graduate attributes for a postgraduate degree are summarised below:

	KOI Postgraduate Degree Graduate Attributes	Detailed Description
--	---	----------------------

	Knowledge	Current, comprehensive and coherent knowledge, including recent developments and applied research methods
	Critical Thinking	Critical thinking skills to identify and analyse current theories and developments and emerging trends in professional practice
	Communication	Communication and technical skills to analyse and theorise, contribute to professional practice or scholarship, and present ideas to a variety of audiences
	Research and Information Literacy	Cognitive and technical skills to access and evaluate information resources, justify research approaches and interpret theoretical propositions
	Creative Problem Solving Skills	Cognitive, technical and creative skills to investigate, analyse and synthesise complex information, concepts and theories, solve complex problems and apply established theories to situations in professional practice
	Ethical and Cultural Sensitivity	Appreciation and accountability for ethical principles, cultural sensitivity and social responsibility, both personally and professionally
	Leadership and Strategy	Initiative, leadership skills and ability to work professionally and collaboratively to achieve team objectives across a range of team roles Expertise in strategic thinking, developing and implementing business plans and decision making under uncertainty
	Professional Skills	High level personal autonomy, judgement, decision-making and accountability required to begin professional practice





Across the courses, these skills are developed progressively at three levels:

- **Level 1 Foundation** – Students learn the skills, theories and techniques of the subject and apply them in stand-alone contexts
- **Level 2 Intermediate** – Students further develop skills, theories and techniques of the subject and apply them in more complex contexts, beginning to integrate the application with other subjects
- **Level 3 Advanced** – Students have a demonstrated ability to plan, research and apply the skills, theories and techniques of the subject in complex situations, integrating the subject content with a range of other subject disciplines within the context of the course

Generally, skills gained from subjects in the Graduate Certificate and Graduate Diploma are at levels 1 and 2 while other subjects in the Master's degree are at level 3.

2.3 Subject Learning Outcomes

Listed below, are key knowledge and skills students are expected to attain by successfully completing this subject:

Subject Learning Outcomes	Contribution to Graduate Attributes
a) Apply user-centred design methodologies in the development of low-fidelity and high-fidelity mobile application prototypes	
b) Develop and evaluate mobile interfaces that look professional and are usable, functional and accessible	
c) Develop a mobile application with reference to the major mobile application usability guidelines and standards	
d) Modify design iterations based on user testing results	

- e) Evaluate current research in usability and interface design for emerging technologies



2.4 Subject Content and Structure

Below are details of the subject content and how it is structured, including specific topics covered in lectures and tutorials. Reading refers to the text unless otherwise indicated.

Weekly Planner:

Week (beginning)	Topic covered in each week's lecture	Reading(s)	Expected work as listed in Moodle
1 30 Jun	UX Design principles and general design planning	Chapter 1,2 (Canziba, 2018)	Comparative evaluation of sample designs Summative graded
2 07 Jul	UX Research and User Personas	Chapter 3, 5 (Canziba, 2018)	User behaviour research and getting to know the users Summative graded
3 14 Jul	Visual Design Principles and Processes	Chapter 7 (Canziba, 2018)	Evaluation of mobile application designs, visual design tools Summative graded
4 21 Jul	Wireframes and Prototyping	Chapter 8 (Canziba, 2018) Chapter 4 (Staiano, 2022)	Creating storyboards, wireframes, mockups and prototypes using Figma Summative graded
5 28 Jul	Prototyping 2	Chapter 8 (Canziba, 2018) Chapter 9 (Staiano, 2022)	Create various types of prototypes using different tools, Figma Summative graded Assessment 2: Due
6 04 Aug	Ethics and Privacy in Prototyping	Online resources	Exercising Ethics and Privacy in UX design Summative graded
7 11 Aug	UI design and implementation	Chapter 9 (Canziba, 2018) and (Staiano, 2022)	App development tools Summative graded
8 18 Aug	Frontend UI Implementation using Cross platform (Flutter)	Chapter 10 (Canziba, 2018)	Implementing App using cross platform Summative graded Assessment 3: Due
9 25 Aug	Frontend UI Implementation using Cross platform (Flutter)	Online resources	App development Summative graded Draft mobile application



10 01 Sep	Frontend UI Implementation using Cross platform (Flutter)	Online resources	App development Draft mobile application Summative graded
11 08 Sep	Post launching UX Activities	Chapter 11 (Canziba, 2018)	User accessibility testing Assessment 4: Due
12 15 Sep	Mobile App Presentation		Assessment 4: Due
13 22 Sep	Study Review Week and Final Exam Week		
14 29 Sep	Examinations Continuing students - enrolments for T325 open		Please see exam timetable for exam date, time and location
15 06 Oct	Student Vacation begins New students - enrolments for T325 open (Tue, 07 Oct 2025)		
16 - 17 13 Oct	<ul style="list-style-type: none">Results ReleasedReview of Grade Day for T225 – see Sections 2.6 and 3.2 below for relevant information.Certification of Grades <p>NOTE: More information about the dates will be provided at a later date through Moodle/KOI email.</p>		
T325 27 Oct 2025			
1 30 Jun	Week 1 of classes for T225		

2.5 Public Holiday Amendments

Please note: KOI is closed on all scheduled NSW Public Holidays.

There are no public holidays during the teaching weeks of this trimester

2.6 Review of Grade, Deferred Exams & Supplementary Exams/Assessments

Review of Grade:

There may be instances when you believe that your final grade in a subject does not accurately reflect your performance against the subject criteria. Section 8 of the *Assessment and Assessment Appeals Policy* (www.koi.edu.au) describes the grounds on which you may apply for a Review of Grade.

If this happens and you are unable to resolve it with the Academic staff concerned then you can apply for a formal Review of Grade within the timeframes indicated in the following sections of this subject outline - *Supplementary Assessments*, 3.2 Appeals Process as well as the *Assessment and Assessment Appeals Policy*. Please ensure you read the Review of Grade information before applying.

Review of Grade Day:

Final exam scripts will not normally be returned to students. Students can obtain feedback on their exam performance and their results for the whole subject at the Review of Grade Day. KOI will hold the Review of Grade Day for all subjects studied in T225. **The ROG day will be in Week 16, the date will be announced**



at a later date and the students will be notified through Moodle/KOI email.

Only final exams will be discussed as all other assessments should have been reviewed during the trimester.

If you fail one or more subjects and you wish to consider applying for a Review of Grade you are **STRONGLY ADVISED** to attend the Review of Grade Day. You will have the chance to discuss your final exam with your lecturer, and will be advised if you have valid reasons for applying for a Review of Grade (see Section 3.2 below and the *Assessment and Assessment Appeals Policy*).

A formal request for a review of grade may not be considered unless you first contact the subject coordinator to discuss the result.

Deferred Exams:

If you wish to apply for a deferred exam, you should submit an *Application for Assignment Extension or Deferred Exam Form* before the prescribed deadline.

If you miss your mid-trimester or final exam there is no guarantee you will be offered a deferred exam.

You must apply within the stated timeframe and satisfy the conditions for approval to be offered a deferred exam (see Section 8.1 of the *Assessment and Assessment Appeals Policy and the Application for Assignment Extension or Deferred Exam Forms*). In assessing your request for a deferred exam, KOI will take into account the information you provide, the severity of the event or circumstance, your performance on other items of assessment in the subject, class attendance and your history of previous applications for special consideration.

Deferred mid-trimester exams will be held before the end of week 9. Deferred final exams will be held on two days during week 1 or 2 in the next trimester. You will not normally be granted a deferred exam on the grounds that you mistook the time, date or place of an examination, or that you have made arrangements to be elsewhere at that time; for example, have booked plane tickets.

If you are offered a deferred exam, but do not attend *you will be awarded 0 marks for the exam*. This may mean it becomes difficult for you to pass the subject. If you apply for a deferred exam within the required time frame and satisfy the conditions you will be advised by email (to your KOI student email address) of the time and date for the deferred exam. Please ensure that you are available to take the exam at this time.

Marks awarded for the deferred exam will be the marks awarded for that item of assessment towards your final mark in the subject.

Supplementary Assessments (Exams and Assessments):

A supplementary assessment may be offered to students to provide a final opportunity to demonstrate successful achievement of the learning outcomes of a subject. *Supplementary assessments are only offered at the discretion of the Board of Examiners*. In considering whether or not to offer a supplementary assessment, KOI will take into account your performance on all the major assessment items in the subject, your attendance, participation and your history of any previous special considerations.

Students are eligible for a supplementary assessment for their final subject in a course where they fail the subject but have successfully completed all other subjects in the course. You must have completed all major assessment tasks for the subject and obtained a passing mark on at least one of the major assessment tasks to be eligible for a supplementary assessment.

If you believe you meet the criteria for a supplementary assessment for the final subject in your course, but have not received an offer, complete the *"Complaint, Grievance, Appeal Form"* and send your form to reception@koi.edu.au. The deadline for applying for supplementary assessment is the Friday of the first week of classes in the next trimester.

If you are offered a supplementary assessment, you will be advised by email to your *KOI student email address* of the time and due date for the supplementary assessment – supplementary exams will normally be held at the same time as deferred final exams during week 1 or week 2 of the next trimester.

You must pass the supplementary assessment to pass the subject. The maximum grade you can achieve in a subject based on a supplementary assessment is a PASS grade.

If you:



- are offered a supplementary assessment, but fail it;
 - are offered a supplementary exam, but do not attend; or
 - are offered a supplementary assessment but do not submit by the due date;
- you will receive a FAIL grade for the subject.

2.7 Teaching Methods/Strategies

Briefly described below are the teaching methods/strategies used in this subject:

- *Lectures* (1hours/week) are conducted in seminar style and address the subject content, provide motivation and context and draw on the students' experience and preparatory reading.
- *Tutorials* (2 hours/week) include class discussion of case studies and research papers, practice sets and problem-solving and syndicate work on group projects. Tutorials often include group exercises and so contribute to the development of teamwork skills and cultural understanding. Tutorial participation is an essential component of the subject and contributes to the development of many of the graduate attributes (see section 2.2 above). Tutorial participation contributes towards the assessment in many subjects (see details in Section 3.1 for this subject). Supplementary tutorial material such as case studies, recommended readings, review questions etc. will be made available each week in Moodle.
- *Online teaching resources* include class materials, readings, model answers to assignments and exercises and discussion boards. All online materials for this subject as provided by KOI will be found in the Moodle page for this subject. Students should access Moodle regularly as material may be updated at any time during the trimester
- *Other contact* - academic staff may also contact students either via Moodle messaging, or via email to the email address provided to KOI on enrolment.

2.8 Student Assessment

Assessment is designed to encourage effective student learning and enable students to develop and demonstrate the skills and knowledge identified in the subject learning outcomes. Assessment tasks during the first half of the study period are usually intended to maximise the developmental function of assessment (formative assessment). These assessment tasks include weekly tutorial exercises (as indicated in the weekly planner) and low stakes graded assessments (as shown in the graded assessment table). The major assessment tasks where students demonstrate their knowledge and skills (summative assessment) generally occur later in the study period. These are the major graded assessment items shown in the graded assessment table.

Final grades are awarded by the Board of Examiners in accordance with KOI's Assessment and Assessment Appeals Policy. The definitions and guidelines for the awarding of final grades are:

- *HD High distinction* (85-100%): an outstanding level of achievement in relation to the assessment process.
- *D Distinction* (75-84%): a high level of achievement in relation to the assessment process.
- *C Credit* (65-74%): a better than satisfactory level of achievement in relation to the assessment process.
- *P Pass* (50-64%): a satisfactory level of achievement in relation to the assessment process.
- *F Fail* (0-49%): an unsatisfactory level of achievement in relation to the assessment process.
- *FW*: This grade will be assigned when a student did not submit any of the compulsory assessment items.

Provided below is a schedule of formal assessment tasks and major examinations for the subject.



Assessment Type	When Assessed	Weighting	Learning Outcomes Assessed
Assessment 1: Weekly Tutorials	Week 1 – Week 10	20% (2% per week)	a, b, c, d, e
Assessment 2: Individual report on design evaluation	Week 5	20%	b, d
Assessment 3: Initial Prototype Build	Week 8	20%	a, d
Assessment 4: Mobile Application development and presentation	Report: Week 11 Presentation: Week 11 and 12	Mobile application 30% Presentation 10%	c, d

Requirements to Pass the Subject:

To gain a pass or better in this subject, students must gain a *minimum of 50%* of the total available subject marks.

2.9 Prescribed and Recommended Readings

Provided below, in formal reference format, is a list of the prescribed and recommended readings.

Prescribed Texts:

Canziba, Elvis, J 2018, *Hands-On UX Design for Developers*, Packt Publishing. Available from: O'Reilly.

Staiano, Fabio, M 2022, *Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop*, Packt Publishing. Available from: O'Reilly.

Recommended readings:

Adebayo, H. (2025). Optimizing User Experience in Multi-Platform Data-Driven Applications.

Israpil, R. (2025). Data Security Methods in Mobile Applications on React Native. *The American Journal of Engineering and Technology*, 7(02), 18-24.

Liu, Y., Tan, H., Cao, G., & Xu, Y. (2024). Enhancing user engagement through adaptive UI/UX design: A study on personalized mobile app interfaces.

Frans, S., Dominica, M. R. T. D., Lucky, I. K., Lilik, S., & Eva, Y. U. (2024). Application of the user centered design method to evaluate the relationship between user experience, user interface and customer satisfaction on banking mobile application. *Jurnal Informasi Dan Teknologi*, 6(1).

Králusz, T.A., 2024. Mobile Application Development with React Native and Leveraging Third-Party Libraries.

Yablonski, J. (2024). *Laws of UX*. " O'Reilly Media, Inc."

Shoaib, M., Fitzpatrick, D. and Pitt, I., 2024. Accessibility features of developmental platforms: Towards developing accessible mobile applications with cross-platform, research challenges and opportunities.

Unger, R., & Chandler, C. (2023). A Project Guide to UX Design: For user experience designers in the field or in the making. New Riders.

Moataz Nabil, 2023. *Mobile DevOps Playbook*, Packt Publishing. Available from: O'Reilly.

Staiano, Fabio, M 2022, *Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop*, Packt Publishing. Available from: O'Reilly.

Levy, J., 2021. *UX Strategy*, 2nd Edition. Publisher: O'Reilly Media, Inc. E-book. O'Reilly Learning.

Sarrab, M, Al-Shihi, H, & Safia, N 2021, *Handbook of Mobile Application Development: a Guide to Selecting the Right Engineering and Quality Features*, Bentham Science Publishers, Singapore. Available from: ProQuest Ebook Central.

Bate, P., & Robert, G. (2023). Bringing user experience to healthcare improvement: the concepts, methods and practices of experience-based design. CRC Press.

Gowri, S., Pappa, C. K., Tamilvizhi, T., Nelson, L., & Surendran, R. (2023, January). Intelligent analysis on frameworks for mobile app development. In 2023 5th International Conference on Smart Systems and Inventive Technology (ICSSIT) (pp. 1506-1512). IEEE.

Pannafino, J., 2018, *Interdisciplinary Interaction Design: A Visual Guide to Basic Theories, Models and Ideas for Thinking and Designing for Interactive Web Design and Digital Device Experiences*, 2nd ed., Assiduous Publishing

Suggested Periodicals:

- ACM Transactions on Computer-Human Interaction: <http://tochi.acm.org/>
- Computers in Human Behavior: <https://www.journals.elsevier.com/computers-in-human-behavior>
- IEEE Transactions on Human-Machine Systems:
<https://ieeexplore.ieee.org/xpl/RecentIssue.jsp?punumber=6221037>
- International Journal of Human Computer Studies:
<https://www.journals.elsevier.com/international-journal-of-human-computer-studies>
- International Journal of Interactive Mobile Technologies: <http://online-journals.org/i-jim>

Useful Websites:

The following industry websites are useful introductory sources covering a range of information pertinent to this subject.

- A Comprehensive Guide to Mobile App Design: <https://www.smashingmagazine.com/2018/02/comprehensive-guide-to-mobile-app-design/>
- Apple: Human Interface Guidelines: <https://developer.apple.com/design/human-interface-guidelines/>
- Apple: UI Design Do's and Don'ts: <https://developer.apple.com/design/tips/>
- Material Design: <https://material.io/>
- Mobile Accessibility at W3C: <https://www.w3.org/WAI/standards-guidelines/mobile/>
- Mobile Testing Guide ANDROID & iOS:
https://developer.paciellogroup.com/downloads/TPG_Mobile_Testing_Guide.pdf
- How to become a Mobile App Developer: <https://buildfire.com/become-mobile-app-developer/>
- What is mobile application development: <https://www.ibm.com/topics/mobile-application-development>

Conference/ Journal Articles:

Students are encouraged to read peer reviewed journal articles and conference papers. Google Scholar provides a simple way to broadly search for scholarly literature. From one place, you can



search across many disciplines and sources: articles, theses, books, abstracts and court opinions, from academic publishers, professional societies, online repositories, universities and other web sites.

3. Assessment Details

3.1 Details of Each Assessment Item

The assessments for this subject are described below. The description includes the type of assessment, its purpose, weighting, due date and submission requirements, the topic of the assessment, details of the task and detailed marking criteria, including a marking rubric for essays, reports and presentations.

Supplementary assessment information and assistance can be found in Moodle.

KOI expects students to submit their own work in both assignments and exams, or the work of their group in the case of group assignments. Material in assignments which comes from the work of others must be appropriately acknowledged.

Assessment 1

Assessment type: Weekly Tutorial

Purpose: Weekly tutorial exercises are designed to encourage engagement and reinforce the knowledge presented in the lectures. They will help students to enhance practical skills in understanding UX, UI, designing, prototyping and developing mobile applications. This assessment contributes to learning outcomes a, b, c, d and e.

Value: 20% (2% per week)

Task details: Complete the weekly tutorial exercises that encompass a range of topics such as creating UX Design review, getting familiar with using Figma, creating UX design wireframes, storyboards, prototypes, mockups, getting familiar with using Flutter and Dart, usability testing etc. The exercises will simulate real-world scenarios to ensure practical proficiency.

Submission requirements details: Submit the completed exercises every week on Moodle.

Marking Rubric for Assessment: 1; Value: 20%

Grade	Fail (0 – 49%)	Pass (50 – 64%)	Credit (65 – 74%)	Distinction (75 – 84%)	High Distinction (85 – 100%)
Tutorial Exercises (20 marks)	Less than 50% of the tutorial exercises completed or many major errors or omissions.	Most tutorial exercises completed, but with some major errors or omissions.	Most tutorial exercises completed, but with some minor errors and omissions.	Nearly all tutorial exercises completed, but with some minor errors and omissions.	All tutorial exercises complete and accurate or with few very minor errors.
Total Mark: / (20 marks)	COMMENTS:				

Assessment 2

Assessment type: Individual report on design evaluation– Individual Assessment

Purpose: The purpose of this assessment is to encourage students to gain a comprehensive understanding of key aspects in user experience design principles, accessibility, usability, privacy, and ethical considerations. Students will review an existing UX design, either a mobile or web application and



evaluate and critique the design considerations. Also, provide recommendations for improvement. This assessment contributes to learning outcomes b, and d.

Value: 20%

Due Date: Week 5

Assessment topic: Review report of an existing UX design, either a mobile or web application.

Task Details:

For this Assessment, you will be choosing an existing mobile app or web app to review and evaluate. It can be an app of your choice, related to food, clothing, banking, travelling, etc. You will carefully study the app design features and critique the UX design considerations. Identify and explain 5 attractive UX design features of the app. Now, find out TWO UX design features that can be improved and explain them in your report. Your report should be at least 1000 words.

1. Review an existing UX design, either a mobile or web application
2. Evaluate and critique the design considerations. Also, provide recommendations for improvement.

Submission requirements details: Submit a comprehensive review report on Moodle, sequentially addressing the critical analysis of the chosen mobile or web application.

Marking Rubric for Assessment: 2;

Value: 20%

Individual report on design evaluation

Grade	Fail (0 – 49%)	Pass (50 – 64%)	Credit (65 – 74%)	Distinction (75 – 84%)	High Distinction (85 – 100%)
Identification and explanation of Attractive UX design features (10 marks)	Demonstrates limited understanding of UX design features.	Identifies the basic UX design features but lacks depth or critical understanding.	Identifies some attractive UX design features. Demonstrates grasp of relevant literature but lacks thorough analysis or application of insights.	Identifies and explains the attractive UX design features. Demonstrates comprehensive understanding of relevant literature and effectively analyzes and applies insights.	Provides exceptional understanding of the attractive UX design features with advanced comprehension. Demonstrates exceptional understanding of literature, going beyond core topics and demonstrating advanced comprehension.
Identification of Non-attractive UX design features (5 marks)	Unable to identify the UX design features that can be improved. Insufficient analysis of the chosen UX design. Fails to address accessibility, usability, privacy, or ethical considerations adequately.	Can partially identify the UX design features that can be improved. Basic analysis of accessibility, usability, privacy and ethical considerations. Suggestions are generic or impractical. May not be based on analysis or literature.	Identifies and explains the UX design features that can be improved. Adequate analysis of accessibility, usability, privacy and ethical considerations. Arguments are developed with some supporting evidence.	Clearly identifies and explains the UX design features that can be improved. Thorough analysis of accessibility, usability, privacy and ethical considerations. Arguments are developed with good supporting evidence.	Comprehensive, accurate and insightful analysis and identification of the UX design features that can be improved. Comprehensive, accurate, and insightful analysis of accessibility, usability, privacy and ethical considerations. Presents a well-reasoned argument regarding the



					website's strengths and weaknesses with clear supporting evidence from the literature and analysis.
Discussion and Insights (3 marks)	Lack of depth in discussing insights.	Basic discussion with limited insights.	Adequate discussion with some insights.	Thorough discussion with notable insights.	Comprehensive, thoughtful, and insightful discussion.
Formatting and References (2 marks)	Poorly formatted or lacking references. References are inaccurate or irrelevant.	Basic formatting with some references.	Adequate formatting with proper references.	Well-formatted with consistent references.	Excellent formatting with thorough and accurate referencing.
Total Mark: / (20 marks)	COMMENTS:				

Assessment 3

Assessment type: Initial Prototype Build– Individual Assessment

Purpose: To design and implement a mobile application prototype with complete functionality for complex processes provided for a sample use case. Professional layout and appearance, has considerable visual appeal. This assessment contributes to learning outcomes a, and d.

Value: 20%

Due Date: Week 8

Assessment topic: Initial Prototype Build of a proposed mobile application.

Task Details:

For this Assessment, you will be designing a high fidelity prototype of your proposed mobile application. Your report should include: your proposed mobile application title, how your app will be useful to users, functional and non-functional aspects, wireframe design and linkage of all the major functional pages, a high fidelity Prototype of all the major functional pages. The pages should be interactive and linked with each other. You must share the Figma link of your design. Your report should be at least 1000 words.

1. To design and implement a mobile application prototype with complete functionality for complex processes provided for a sample use case.
2. Professional layout and appearance, has considerable visual appeal. Could be given to a developer without further instructions.

Submission requirements details: Submit a comprehensive design prototype of the proposed mobile application using Figma on Moodle.



Marking Rubric for Assessment: 3;

Value: 20%

Initial Prototype Build

Grade	Fail (0 – 49%)	Pass (50 – 64%)	Credit (65 – 74%)	Distinction (75 – 84%)	High Distinction (85 – 100%)
Functionality (8 marks)	No use case provided or very little functionality shown. The app is not responsive. The pages are not linked.	Nearly complete functionality for basic processes provided for a sample use case. The prototype is not responsive and no pages of the app are linked with each other.	Complete functionality for basic processes provided for a sample use case. The prototype is not fully responsive and only some pages of the app are linked with each other.	Nearly complete functionality for complex processes provided for a sample use case. The prototype is not fully responsive and the pages of the app are not correctly linked with each other.	Complete functionality for complex processes provided for a sample use case. The prototype is fully responsive and the pages of the app are linked with each other correctly.
Layout and visual appeal (8 marks)	Inconsistent layout, poor choice of fonts and colours, little visual appeal.	Basic layout and appearance, has some visual appeal.	Good layout and appearance, has some visual appeal.	Very good layout and appearance, has considerable visual appeal.	Professional layout and appearance, has considerable visual appeal.
Usefulness (4 marks)	Not suitable to be given to a developer.	Could be given to the developer with some instructions, but would still raise many questions.	Could be given to the developer with some instructions, but would still raise some questions.	Could be given to the developer with some instructions without raising any questions.	Could be given to the developer without further instructions.
Total Mark: / (20 marks)	COMMENTS:				

Assessment 4

Assessment type: Mobile application - Individual assessment

Purpose: This assessment allows students to demonstrate skills in creating a cross-platform mobile application based on initial prototypes. This assessment contributes to learning outcomes c and d

Value: Mobile application 30%; Presentation 10%

Due Date: Report week 11 (word count: 1500); Presentation in weeks 11 and 12

Task Details:

For this Assessment, you will implement the front end (minimum of TWO major features) of your proposed mobile application using a cross-platform such as Flutter. Your design should follow the high fidelity prototype that you previously created for Assessment 3. You will present your implemented front end mobile application in weeks 11 and 12. The presentation will be demonstrating your mobile application through emulator.

Students will develop a cross-platform mobile application based on the initial prototypes and the feedback from assessment 3. Students will present their application during tutorials in weeks 11 and 12



Marking Rubric for Assessment: 4;

Value: 40%

Mobile Application development and presentation

Grade	Fail (0 – 49%)	Pass (50 – 64%)	Credit (65 – 74%)	Distinction (75 – 84%)	High Distinction (85 – 100%)
Functionality (12 marks)	Major features are not implemented on a cross platform. The app is not responsive. The pages are not linked.	One or less major feature implemented with some errors on a cross platform. The prototype is not responsive and no pages of the app are linked with each other.	One or more major features implemented on a cross platform. Complete functionality developed for basic processes, may contain a small number of minor errors. The prototype is not fully responsive and only some pages of the app are linked with each other.	Two of the major features are implemented for complex processes, and may contain a very small number of minor errors. The prototype is not fully responsive and the pages of the app are not correctly linked with each other.	Complete functionality developed for complex processes with no errors. The UI is fully responsive and the pages of the app are linked with each other correctly.
Layout and visual appeal (7 marks)	Inconsistent layout, poor choice of fonts and colours, little visual appeal, inconsistent with prototype design.	Basic layout and appearance, has some visual appeal, inconsistent with prototype design.	Good layout and appearance, has some visual appeal, some consistency with prototype design.	Very good layout and appearance, has considerable visual appeal, consistent with prototype design.	Professional layout and appearance, has considerable visual appeal, consistent with prototype design.
Usefulness and originality (5 marks)	Would be of little use to the target audience.	Target audience would find it somewhat useful, and copy existing apps.	Target audience would find it useful, and copy existing apps.	Target audience would find it useful, and is an improvement on existing apps.	Target audience would find it very useful, is a new concept for an app.
Usability (6 marks)	Confusing to use.	Could not be used without instructions.	Easy to use but would need instructions.	Easy to use.	Intuitive and very easy to use.
Presentation (10 marks)	No presentation given or presentation does not summarize the report.	Poor summary of the report with limited audience engagement.	Adequate summary of the report with some audience engagement, such as eye contact and humour.	Succinct summary of the report with audience engagement, such as confidence, eye contact, and humour.	Succinct summary of the report that fully engages the audience and creates a sense of presence, innovative presentation.
Total Mark: / (40 marks)	COMMENTS:				



3.2 General information about assessment

a) Late Penalties and Extensions

An important part of business life and key to achieving KOI's graduate outcome of Professional Skills is the ability to manage workloads and meet deadlines. Consequently, any assessment items such as in-class quizzes and assignments missed or submitted after the due date/time will attract a penalty (see below).

Students who miss mid-trimester tests and final exams without a valid and accepted reason (see below) may not be granted a deferred exam and will be awarded 0 marks for assessment item. These penalties are designed to encourage students to develop good time management practices, and create equity for all students.

Any penalties applied will only be up to the maximum marks available for the specific piece of assessment attracting the penalty.

Late penalties, granting of extensions and deferred exams are based on the following:

In Class Tests (excluding Mid-Trimester Tests)

- No extensions permitted or granted – a make-up test may only be permitted under very special circumstances where acceptable supporting evidence is provided. The procedures and timing to apply for a make-up test (only if available) are as shown in section *Applying for an Extension* (see below).
- Missing a class test will result in 0 marks for that assessment element unless the above applies.

Written Assessments

- 5% of the total available marks per calendar day unless an extension is approved (see *Applying for an Extension* section below)

Presentations

- No extensions permitted or granted – no presentation = 0 marks. The rules for make-up presentations are the same as for missing in-class tests (described above).

Mid-Trimester Tests and Final Exams

- If students are unable to attend mid-trimester tests or final exams due to illness or some other event (acceptable to KOI), they must:
 - Advise KOI in writing (email: academic@koi.edu.au) as soon as possible, *but no later than three (3) working days after the exam date*, that they will be / were absent and the reasons. They will be advised in writing (return email) as to whether the circumstances are acceptable.
 - Complete the appropriate *Application for Extension or Deferred Exam Form* available from the *Student Information Centre* in Moodle, on the KOI Website (*Policies and Forms*) and the Reception Desk (Kent St, Market St and O'Connell St), as soon as possible and email with attachments to academic@koi.edu.au.
 - Provide acceptable documentary evidence in the form of a satisfactorily detailed medical certificate, police report or some other evidence that will be accepted by KOI.
 - Agree to attend the deferred exam as set by KOI.

Deferred exam

- There will only be one deferred exam offered.
- Marks awarded for the deferred exam will be the marks awarded for that assessment.



- If you miss the deferred exam you will be awarded 0 marks for the assessment. This may mean you are unable to complete (pass) the subject.

b) Applying for an Extension

If students are unable to submit or attend an assessment when due, and extensions are possible, they must apply by completing the appropriate *Application for Extension* form available from the *Student Information Centre* in Moodle, the KOI Website (*Policies and Forms*) and the Reception Desk (Kent St, Market St and O'Connell St), as soon as possible but no later than three (3) working days of the assessment due date.

The completed form must be emailed with supporting documentation to academic@koi.edu.au.

Students and lecturers / tutors will be advised of the outcome of the extension request as soon as practicable.

Appropriate documentary evidence to support the request for an extension must be supplied. Please remember there is no guarantee of an extension being granted, and poor organisation is not a satisfactory reason to be granted an extension.

c) Referencing and Plagiarism

Please remember that all sources used in assessment tasks must be suitably referenced.

Failure to acknowledge sources is plagiarism, and as such is a very serious academic issue. Students plagiarising run the risk of severe penalties ranging from a reduction through to 0 marks for a first offence for a single assessment task, to exclusion from KOI in the most serious repeat cases. Exclusion has serious visa implications. The easiest way to avoid plagiarising is to reference all sources.

Harvard referencing is the required method – in-text referencing using Author's Surname (family name) and year of publication. A Referencing Guide, "Harvard Referencing", and a Referencing Tutorial can be found on the right hand menu strip in Moodle on all subject pages.

An effective way to reference correctly is to use *Microsoft Word's* referencing function (please note that other versions and programs are likely to be different). To use the referencing function, click on the References Tab in the menu ribbon – students should choose *Harvard*.

Authorship is also an issue under plagiarism – KOI expects students to submit their own original work in both assessment and exams, or the original work of their group in the case of a group project. All students agree to a statement of authorship when submitting assessments online via Moodle, stating that the work submitted is their own original work.

The following are examples of academic misconduct and can attract severe penalties:

- Handing in work created by someone else (without acknowledgement), whether copied from another student, written by someone else, or from any published or electronic source, is fraud, and falls under the general Plagiarism guidelines.
- Copying / cheating in tests and exams is academic misconduct. Such incidents will be treated just as seriously as other forms of plagiarism.
- Students who willingly allow another student to copy their work in any assessment may be considered to assisting in copying/cheating, and similar penalties may be applied.

Where a subject coordinator considers that a student might have engaged in academic misconduct, KOI may require the student to undertake an additional oral exam as a part of the assessment for the subject, as a way of testing the student's understanding of their work.

Further information can be found on the KOI website.

d) Reasonable Adjustment

The Commonwealth Disability Discrimination Act (1992) makes it unlawful to treat people with a disability less fairly than people without a disability. In the context of this subject, the principle of Reasonable Adjustment is applied to ensure that participants with a disability have equitable access to all aspects of the learning situation. For assessment, this means that artificial barriers to their demonstrating competence are removed.



Examples of reasonable adjustment in assessment may include:

- provision of an oral assessment, rather than a written assessment
- provision of extra time
- use of adaptive technology.

The focus of the adjusted assessment should be on enabling the participants to demonstrate that they have achieved the subject purpose, rather than on the method used.

e) Appeals Process

Full details of the KOI *Assessment and Assessment Appeals Policy* may be obtained in hard copy from the Library, and on the KOI website www.koi.edu.au under *Policies and Forms*.

Assessments and Mid-Trimester Exams:

Where students are not satisfied with the results of an assessment, including mid-trimester exams, they have the right to appeal. The process is as follows:

- Discuss the assessment with their tutor or lecturer – students should identify where they feel more marks should have been awarded – students should provide valid reasons based on the marking guide provided for the assessment. Reasons such as “*I worked really hard*” are not considered valid.
- If still not satisfied, students should complete an Application for Review of Assessment Marks form, detailing the reason for review. This form can be found on the KOI website and is also available at KOI Reception (Kent St, Market St and O’Connell St).
- Application for Review of Assessment Marks forms must be submitted as explained on the form within *ten (10) working days* of the return of the marked assessment, or within *five (5) working days* after the return of the assessment if the assessment is returned after the end of the trimester.

Review of Grade – whole of subject and final exams:

Where students are not satisfied with the results of the whole subject or with their final exam results, they have the right to request a Review of Grade – see the *Assessment and Assessment Appeals Policy* for more information.

An *Application for Review of Grade/Assessment Form* (available from the KOI Website under *Policies and Forms* and from KOI Reception at Kent St, Market St and O’Connell St) should be completed clearly explaining the grounds for the application. The completed application should be submitted as explained on the form, with supporting evidence attached to academic@koi.edu.au.