

**Final Course Assessments - Demo and Report**

**Demo & Report of Final Assessment - 40%**

This assessment requires the design and development of a mobile, cross-platform application built using Apache Cordova.

It has been perceived as the logical conclusion to the ongoing research, development, and testing that you have conducted throughout the semester. This work has been showcased to date in the presentations and work posted each week to the course's Trello board.

Therefore, this report is an opportunity to outline a detailed summary of the research and work conducted throughout the semester towards your project.

**Report outline**

Your group's written report must clearly define and outline each member's contribution to the final course assessment, relative to your group's chosen project.

A suggested outline for such a report is as follows,

- Table of Contents
- List of Project Participants
  - include each member's full name, and defined role in the project
  - outline member's contribution to the project
- Abstract of the Project
  - a brief introduction of the chosen concept and content for the mobile application
    - brief outline
    - reasons for choosing content and concept
- Project Narrative
  - goals, aspirations for the chosen project
    - in effect, what are you trying to achieve with this project
    - what did you want to build for your users, and why?
- Design considerations
  - outline your project's consideration for the following
    - original project ideas and concepts
      - any initial concepts (not just the final application)
      - possible datasets
      - examples of other projects, sites etc considered inspirational
    - inspirations considered for initial application concept
      - including relevant favourite mobile applications

- any other relevant design inspirations
  - initial design concepts
    - including mockups or prototypes
  - navigation options per view in your mobile application
  - consistency considerations for each view, and the overall mobile application
  - how you responded to feedback and reviews from the DEV week?
    - changes made to the mobile application?
    - how did these changes impact your mobile application?
  - interaction patterns within your mobile application
    - general consistency and interaction patterns
    - examples of interaction that benefitted from the Deferred pattern
    - any other events or requests that benefitted from the Deferred pattern
  - general information architecture for your mobile application
- Design and specification
  - outline your project's design steps and considerations
    - this may include mockups or prototypes that you've developed
    - how did your project's design develop from initial concept to finished mobile application?
- Testing and iterative design
  - how have you tested your product relative to the following considerations
    - any usability testing
    - any unit testing
    - design feedback and reviews
    - any other relevant testing
- Restrictions, limitations, and constraints
  - outline any important restrictions, limitations, and constraints you encountered whilst researching and developing this project
  - what did you fail to complete, and why?
  - any missing features or options for this project?
- Conclusion

This is a suggested outline, and not intended as a definitive list of points to cover. You will need to tailor your report to fit your project's chosen mobile application.

**NB:** this final assessment report, and any associated material, is due by 5.15pm on Friday 11th December 2015. Please email me a PDF copy at [nhayward@luc.edu](mailto:nhayward@luc.edu) and Cc [ancientlives@gmail.com](mailto:ancientlives@gmail.com).