

# TX00CK90-3001

# Application Development Methods

General information

# Course Targets

- Project management
  - work in a team and learn the basics for planning, follow-up, and reporting about your project
- User experience design
  - learn to design and test user experience
- English language
  - learn to formulate and deliver project communications efficiently
- Technical
  - get more experience on object-oriented design and programming using Java and selected design patterns
  - learn about client-side programming, responsive web design and Android application development
  - learn about planning and executing unit tests

# How?

- Topics introduced with lectures / classroom discussions / self-study
- Individual lab exercises to help apply techniques / concepts in practice
  - Working together with a pair is encouraged, both need to submit the lab solution and pair work must be indicated clearly in the submission
- Project in 4 person teams: design and implement a non-trivial application
  - Project management
  - User experience design
  - Design and implement a Java backend
  - Design and implement a web client
  - Design and implement an Android client
- You will need to pay attention to managing your work
  - Maintain a list of 1) to-do, 2) under work, and 3) finished work items. Use Trello for this.

# Grading

- Weekly exams (held every Monday at 9:00) 20%
- Lab exercises 10%
- Project 70%
  - final result 20%
  - project management artifacts 20%
  - UX design artefacts 20%
  - language 10%
- Min 50% score needs to be achieved in each category

# Draft schedule

Week	Project management	Ux design	Programming
11.1-15.1	basics, how to make a plan, teams	case description	Java web tutorials, recap on OO
18.1-22.1	finalize plan, version control		IO, sockets, threads, XML, class and sequence diagrams
25.1-29.1	project conflict management	user personas	collections, XML parsing, Javascript, jQuery, unit testing
1.2-5.2	system testing, improvement plan		OO and Java as needed
8.2-12.2			Android
15.2.-19.2	reporting	usability tests	OO and Java as needed
29.2-4.3	acceptance tests; final reports		
7.3-10.3			

# Practicalities

Classroom is reserved for us Mon-Thu 9:00 - 16:45

No scheduled meetings on Friday - use that time for project work and self study!

Wednesday morning 9-11 lectures in Big Dry

On Thursday afternoons groups will have scheduled 45min slots from noon until 16:45 for English language tuition

Weekly exam on Monday 9:00

Project is done in 3-4 person groups, please start forming groups as soon as possible

# Contact us?

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