

**Te Hoe Rorohiko**

**Department of Computing**

**Bachelor of Information and Communication Technologies**

Course outline for

# **Mobile Technology**

## **BCIT388**

**Semester Two, 2015**



## Introduction - Kōrero whakatuwhera

This outline contains important information about the delivery and assessment of this course. Read it carefully and if there is anything you do not understand please ensure you ask a staff member listed below for clarification.

### Academic staff - Kā pouako

The following staff are directly involved with the delivery of this course:

Name	Role	Phone	Office	Office hours	Email address
John McPhee	Lecturer, coordinator	940 8248	N223	See Outlook	John.McPhee@cpit.ac.nz
Bernard Otinpong	Lecturer	940-8329	N222	9.00am to 5pm	Bernard.Otinpong@cpit.ac.nz

### Timetable - Wātaka

For timetable information for this course please refer to:

- Tribal – through the student portal; or
- Moodle – look in Department of Computing Student Info > Topic 6 Timetables; or
- Noticeboards – level 2 of N-block or C-block

## Course descriptor - Whakamāramataka

<b>Previous versions</b> Nov 12, Aug 13, Sept 14	<b>Date of this version</b> August 2015
	<b>Effective from</b> Semester Two 2015

<b>Title:</b> Mobile Technology	
<b>Course Code</b> BCIT388	<b>Contact Hours</b> 20
<b>Credits</b> 15	<b>Other Directed Hours</b> 15
<b>Level</b> 7	<b>Total Supervised Hours</b> 35
<b>Unit Standard</b> -	<b>Self-Directed Hours</b> 115
	<b>Total Learning Hours</b> 150

<b>Pre-requisites</b>	60 credits at Level 6 from BICT or existing bachelor's degree plus 30 credits from BICT
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<b>Aim</b>
To give students the necessary skills and knowledge to analyse and determine the ways to gain benefit from the use of mobile technology, design and develop a prototype application and plan for implementation.

<b>Learning Outcomes</b>
On completion the student will be able to
1. Conduct analysis on emerging and current mobile technologies and their role in delivering outcomes of value.
2. Demonstrate a feasibility analysis of a proposed solution.
3. Investigate specific design issues pertaining to mobile applications and develop a conceptual framework and architecture for solutions.
4. Design, develop and test prototype applications for mobile devices.

<b>Assessment</b>				
No	Assessment Type	Pass Criteria	Weighting	Outcomes Assessed
1	Case Study Analysis	50% overall	30%	1, 2
2	Design and Prototype Building Assignment		30%	3, 4
3	Test		40%	3, 4

<b>Learning and Teaching Strategies</b>
Lectures, PowerPoint presentations, practical workshop laboratories, and individual assistance as required in the workshops.

## NZQA Level Descriptors

The following descriptors outline what is expected of students studying a course at the specified level.

	<b>Level 4</b>	<b>Level 5</b>	<b>Level 6</b>	<b>Level 7</b>
<b>Knowledge</b>	Broad operational and theoretical knowledge in a field of work or study	Broad operational or technical and theoretical knowledge within a specific field of work or study	Specialised technical or theoretical knowledge with depth in a field of work or study	Specialised technical or theoretical knowledge with depth in one or more fields of work or study
<b>Skills</b>	<p>Select and apply solutions to familiar and sometimes unfamiliar problems</p> <p>Select and apply a range of standard and non-standard processes relevant to the field of work or study</p>	<p>Select and apply a range of solutions to familiar and sometimes unfamiliar problems</p> <p>Select and apply a range of standard and non-standard processes relevant to the field of work or study</p>	<p>Analyse and generate solutions to familiar and unfamiliar problems</p> <p>Select and apply a range of standard and non-standard processes relevant to the field of work or study</p>	<p>Analyse, generate solutions to unfamiliar and sometimes complex problems</p> <p>Select, adapt and apply a range of processes relevant to the field of work or study</p>
<b>Application [of knowledge and skills]</b>	<p>Self-management of learning and performance under broad guidance</p> <p>Some responsibility for performance of others</p>	<p>Complete self-management of learning and performance within defined contexts</p> <p>Some responsibility for the management of learning and performance of others</p>	<p>Complete self-management of learning and performance within dynamic contexts</p> <p>Responsibility for leadership within dynamic contexts</p>	<p>Advanced generic skills and/or specialist knowledge and skills in a professional context or field of study</p>

## Assessments - Kā Aromatawai

Assessment	Brief	Week of	Weighting
Research Assignment	Develop a mobile tech business case analysis and plan	TBA on Moodle	30%
Design and Prototype Building Assignment	TBA	TBA on Moodle	30%
Test	TBA	TBA on Moodle	40%

### Assessment tasks - Kā tūmahi aromatawai

Teaching staff will provide you with specific details of what is required for each assessment in advance of the due date. This information may be uploaded to the appropriate course area in Moodle or be given to you in the form of a handout. Staff may also provide additional information, advice and tips regarding assessments during timetabled class sessions, so you are encouraged to attend class regularly.

## Assessment criteria / Marking schedule - Kā paearu

Nearer the time of each assessment, teaching staff will provide you with information on the assessment criteria that will be applied and/or how marks will be awarded.

This will be available in the BCIT388 course area on Moodle.

## Course schedule - Maramataka

Week	Commencing	Lecture Topic
1	27 July	Introduction and history of devices)
2	3 August	History of Operating Systems and emerging trends)
3	10 August	Mobile Design and Usability)
4	17 August	Trends (bitcoin, cloud, augmented reality)
5	24 August	Ubiquitous computing
6	31 August	Gamification)
7	7 September	Mobile wars
8	14 September	Mobile communications)
<b>Graduation Day Friday 18 September</b> <b>Please check with your tutor if you have class</b>		
9	21 September	Internet of Things
<b>Term Break Monday 28 September – Friday 9 October</b>		
10	12 October	Native vs web vs cross-platform
11	19 October	Market research
<b>No Classes Monday 26 October Labour Day Holiday</b>		
12	26 October	Monetization
13	2 November	Mobile security
<b>No Classes Friday 13 November Show Day Holiday</b>		
14	9 November	(TBA)
15	16 November	<b>Study Week</b>
16	23 November	<b>Exam Week</b>
17	30 November	<b>Exam Week</b>

**Note:** Students will be notified in advance if there are any changes to the course schedule.