Student ID, Name

COS30017 Portfolio Report

<< Student ID, Student Name >>

Overview

<<Overview of the report goes here. This section is optional. However, if you choose to fill it then indicate briefly the custom application that you have completed and summarize your research findings. >>

Self-Assessment Table

The table below indicates my self-assessment against the various intended learning objectives (ILOs).

<<Place a tick symbol against each ILO that you have satisfied, check Pages 5 – 9 in the unit outline for details. All students must have achieved the adequate level in order to pass this unit. If you have completed the core assignment tasks then you will have achieved the adequate level. >>

ILO	Adequate	Good	Outstanding	Exemplary
1	☐			
2	☐			
2	☐			

Evidence (in Portfolio Pieces)

I have completed the following assignments and the evidence is presented as part of the portfolio pieces.

Assessment	Completed
Core Assignments (1 – 5)	☐
Presentation Task	
Extension Task (Assignment 7)	
Extension Task (Assignment 8)	
Extension Task (Assignment 9)	
Custom Application (Assignment 10)	
Research Report (Assignment 11)	

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Reflection

Reflection summary goes here. The entire reflection must be less than 5 pages. 3 -4 pages of content is often sufficient.

Concept Map

Provide a map of the key concepts, techniques and/or principles related to the unit (you may use mind-maps, or visual diagrams to communicate this map). Maximum is 1 page.

Mobile Application Development Process

What is the process involved in mobile application development? What are the key areas that need attention during mobile application development? You can use a visual model here.

Analysis and Problem Solving Approaches

Using an example illustrate how you can use the learning in the unit to analyze a problem and/or solve it. You may also discuss the analysis or problem solving approaches typically used in this area?

Comparison and Contextual Placement

You need to discuss how mobile application is different (it if is in your opinion) compared to the other types of development that you have undertaken.

Compare and contrast new learning/information within the context of prior learning in the broader context of software development. You can compare previous assumptions or expectations – with a discussion on how these have either been reinforced or changed.

Generalization

Highlight ideas/techniques/principles that can be generalized and used in other areas or for further learning (with a brief discussion to support the claim). For instance, you can talk about how Convention over Configuration can be used more generally. Similarly, there are other concepts that you can use more broadly.

Challenges in Mobile Development

Elaborate on aspects that your found challenging or different (to expectations) and why?

Explorations

Present information about areas that you have personally explored beyond the expectations of the unit. Indicate areas where you plan to learn further on your own and why?