

Assessment (3): Details and Submission Guidelines			
Semester	1		
Unit Code	ICT 205		
Unit Title	Mobile Application Development		
Assessment Type	Group Assessment		
Assessment Title	Android Application Development		
Purpose of the assessment(with ULO Mapping)	ULO 1. Apply web knowledge to the development of mobile applications ULO 2. Design user interface for touch screen applications ULO 3. Build Software application for mobile use. ULO 4. Evaluate a mobile application with respect to usability and accessibility.		
Weight	60%		
Total Marks	60		
Word limit	1000		
Due Date	Week 10, Week 11 and Week 12		
Submission Guidelines	 All work must be submitted on Moodle by the due date along with a completed Assignment Cover Page. Reference sources must be cited in the text of the report, and listed appropriately at the end in a reference list using APA referencing style. 		
Extension	 Extensions to assignment deadlines (not including exams) based on mitigating circumstances shall be at the discretion of the Lecturer for a unit. Mitigating circumstances are circumstances outside of the student's control that have had an adverse effect on the student's work or ability to work. Extensions of up to three days are permissible. Students must email or otherwise write to the Lecturer prior to the due date for an assessment item. The student must produce a copy of their work to date on the assessment, demonstrating that they have commenced work. 		



Academic Misconduct

 Academic misconduct involves cheating, collusion, plagiarism or any other conduct that deliberately or inadvertently claims ownership of an idea or concept without acknowledging the source of the information. This includes any form of activity that negates the academic integrity of the student or another student and/or their work. Please refer 2.6 Academic misconduct – plagiarism, collusion and cheating for further details.

Assignment Description (Total marks 20+20+20 =60) Test Duration: Week 10, Week 11, Week 12

In this assessment group of 5 students will develop Android Application. In week 5 onwards students will submit specifications of application in one page giving brief introduction of Application. In week 11, students will submit the prototype and in week 12 they will give PPT presentation of their project in the classroom.

RATIONALE

This assessment task will assess the following learning outcome/s:

- ULO 1. Apply web knowledge to the development of mobile applications
- ULO 2. Design user interface for touch screen applications
- ULO 3. Build Software application for mobile use.
- ULO 4. Evaluate a mobile application with respect to usability and accessibility.

REQUIREMENTS:

Please make sure you have the following:

- 1. The complete source code of your android app (i.e., the android studio project).
- 2. The final version of your .apk file.
- 3. Write up the process of implementing this design in a word file.

SUBMISSION:

You will need to submit all documentation outlined in the requirements for this assessment listed above – including the word file if you choose to provide this, on or before the deadline. Submission of just the APK file will not be accepted

REQUIREMENTS:

Please make sure you have the following:

- 1. The complete source code of your android app (i.e., the android studio project).
- 2. The final version of your .APK file.



3. Write up the process of implementing this design in a word file.

POSSIBLE APPLICATIONS:

- 1. Welcome App
- 2. Tip Calculator App
- 3. Flag Quiz App
- 4. Doodlz App
- 5. Cannon Game App
- 6. WeatherViewer App
- 7. Twitter® Searches App
- 8. Address Book App

Please note that source code for the above applications is available for download on the Moodle.

Marking Guide:

Criteria	Description	Marks
Project Specifications	Give Brief Introduction about App and Team Members	20
Project Prototype	 The complete source code of your android app (i.e., the android studio project). The final version of your .APK file. 	20
Presentation	Group Presentation with PPT	20