GROUP:
Group of 2 to 4 members

WEIGHTING TOWARDS THE ASSIGNMENT:
Total: 100%
(This assignment contributes 50% to the final coursework marks)

SUBMISSION DEADLINE:

Prototyping Presentation	: Week 6
Final Presentation & Program Submission	: Week 13-14

LEARNING OUTCOME BEING ASSESSED:
- Explore content providers and the techniques of saving data by working with mobile application databases.
- Build a mobile application to be published in a team.

SCENARIO:
The World Assembly of Youth (WAY) has identify twenty-one issues that are affecting young people. You have been task to develop a mobile solution targeting one of the issues stated by WAY. Visit http://way.org.my/youth-issues to find out more.

DELIVERABLES:

PROTOTYPE PRESENTATION:
Create a prototype of your app and present it to your tutor. Prepare a **10 minutes** presentation. Your presentation slide should be **no more than 10** slides. The slides should include the following items:
1. Title of app
2. Introduction
3. Problem(s) and solution(s)
4. Navigation structure
5. Screen design
6. Conclusion
7. Q&A

Submit your presentation slides (soft copy) to your tutor or via Google Classroom. All members must participate in the presentation.

FINAL PRESENTATION:
Complete the assignment and present it to your tutor. Prepare a **10 - 25 minutes** presentation (about 5 minutes for each team member). Your presentation should include the following:
1. Introduction
2. Live demo of your mobile app
3. Code inspection by your tutor

Submit the following items to your tutor:
1. A presentation slide containing all the mobile app main screens
2. A compressed copy of your program source code (zip format)
3. An installation file (APK)

4. A copy peer evaluation form for each team member (see Appendix A)
5. A copy declaration form for each team (see Appendix B)
6. A copy of the task description for each team member (see Appendix C)
7. A copy of assignment evaluation form for each team member (see Appendix D)

EVALUATION

Assessment Criteria:

Criteria	Marks
Quality of prototype and completeness	10
Quality of presentation	10
Quantity of work	20
Quality of work	20
Data management	20
Originality and understanding	10
Innovativeness	5
Teamwork	5
Total	100

LATE SUBMISSION

No late assignments will be accepted (**get zero**). Please do not argue with your tutor if you really failed to submit your assignment on time as the consequence on late submission has been given in advance.

However, in certain circumstances, the students may be allowed to turn in the assignment late. The students must contact the tutor BEFORE the assignment is due. The tutor will evaluate whether the circumstance warrants submitting the assignment late. A late penalty will be applied. The penalty is as follows:

- Late submission within 1 - 3 days total marks to be deducted is 10 marks.
- Late submission within 4 - 7 days: total marks to be deducted is 20 marks.
- Late submission after 7 days: reject coursework and zero marks shall be awarded.

Please refer to TAR UC guideline on late submission of coursework for more detail.

NO-CHEATING POLICY

A reminder on the no-cheating policy: You are **NOT** to share your work with your peers, but please feel free to have a discussion with your peers. If cheating is discovered, both parties will take the equal blame (**get zero**). Please note that the assignment should be your own work, although you may incorporate ideas or techniques from books, online resources, etc. By copying materials directly from any sources of materials will lead to zero. You have been warned. Whenever you face any problems, please seek advice from your tutor.