##### Uoh_Jubilee_P375

##### School of Computer of Science

##### ASSIGNMENT BRIEFING SHEET (2017/18 Academic Year) – ANONYMOUS MARKING

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| **Assignment Title** | Mobile App | **Date Submitted** | January 8, 2018 |
|  |  |  |  |
| **Module Title** | Mobile Computing | **Module**  **Code** | 6WCM0034 |

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| **Tutor** | **Steve Bennett** | **GROUP or INDIVIDUAL Assignment** | ***Individual*** |

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| **FOR INDIVIDUAL ASSIGNMENTS – *STUDENT TO COMPLETE***   |  | | --- | | By completing **BOX A** below, I certify that thesubmitted work is entirely mine and that any material derived or quoted from the published or unpublished work of other persons has been duly acknowledged. **[ref. UPR AS12, section 7 and UPR AS14 (Appendix III)].**  *Please* ***ONLY*** *provide your ID (srn) number as this assignment will be anonymously marked* |   **BOX A**   |  | | --- | | **Student ID Number (SRN)** | | **16082553** | |

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**This sheet must be submitted with the assignment, and either BOX A or B filled in.**

**LATE SUBMISSION WILL ATTRACT A STANDARD LATENESS PENALTY.**

1. For undergraduate modules, a score of 40% or above represents a pass mark.
2. For postgraduate modules, a score of 50% or above represents a pass mark.
3. For work submitted up to 5 working days late marked is capped to a bare pass (40% for undergraduate and 50% for postgraduate).
4. For work submitted more than 5 working days a mark of zero will be awarded for the assignment.

##### School of Computer of Science

##### ASSIGNMENT BRIEFING SHEET (2017/16 Academic Year) – ANONYMOUS MARKING

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| **THE ASSIGNMENT TASK: Mobile App**  The task of this assignment is to produce a useful mobile app to solve a particular problem that you face, or to offer an alternative solution to one that already exists. This will likely be based on the idea you had for assignment 1, however, you may change that.  For submission, you should upload   * + All code. You can use any publicly available libraries / code / artwork / materials as long as you acknowledge all sources.   + Documentation of your programming effort and your design process. This should be a single document, giving an overview of the different steps you went through and presenting all documentation materials you produced on the way. This may include:   + All external resources you used / consulted for your project.   + Documentation of the different stages of your design (e.g. sketches, mockups.)   + (Not required, but may give greater marks) Evaluation results (qualitative, quantitative). There should be a description on when and how evaluation took place, and a presentation of the results. These evaluations should be self-tests and should not involve testing with family/friends/third parties.   + A summary of your design decisions and how you arrived at them.   + Any implementation difficulties you encountered and how you addressed them.   + A printout of the commits from your visualstudio.com repository   + The url of your visualstudio.com repository |
| **MODULE LEARNING OUTCOMES ASSESSED BY THIS ASSIGNMENT:**  Knowledge and Understanding:   * Principles of mobile operation and usability * Development practices in mobile development   Skills and Attributes:   * To write an app using a well-supported mobile platform and development environment * To deal with some of the typical issues in mobile development |

### DEADLINES AND ASSIGNMENT WEIGHTINGS

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| 1 | This assignment is worth | | *80%* | | of the **overall assessment** for this module. | | | |
|  |  | |  | |  | | | |
| 2 | You are expected to spend about | | | *100* | | Hours to complete this assignment to a satisfactory standard | | |
|  |  | | |  | |  | | |
| 3 | Date assignment set | 02.10.2017 | | | | Date completed assignment to be handed in | 08.01.2018 | |
|  |  |  | | | |  |  | |
| 4 | Target date for return of marked assignment | | | | | 10.12.2017 |  |  |

**INTERNAL MODERATION**

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| This assignment has been internally moderated. I confirm that the assignment set, meets the requirements of the module and that the brief provides appropriate content for students to successfully complete the assignment. | ***Moderator name, signature and date*** |

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|  | Functionalities and Reliability (25%) | Development Practice (25%) | Usability Practice (25%) | Usability Analysis (25%) |
| 1:1 | It is a thoughtful application which works flawlessly | Consistent evidence of incremental development and sophisticated reflection in action | The application is designed to make it extremely useable on a mobile phone. It requires the smallest number of touch events necessary to do what it does - though what it does may be quite sophisticated | A reflective document which relates challenges during development to the generally accepted canons of mobile usability in a way which demonstrates sophisticated sense of the options and tradeoffs available |
| 2:1 | It is a thoughtful application which works well | Evidence of incremental and purposeful development | The application is well designed to make it very useable in mobile conditions | A reflective document which shows thinking about how usability has been implemented and improved over the period of development |
| 2:2 | It either (a) works well but is a bit simple or (b) has flaws but is thought out | Potentially inconsistent or unreflective development | The application is useable - but could be more efficient in the way it handles user actions | The document demonstrates an awareness of mobile usability but is insufficiently detailed or related to the specifics of development undertaken on the course |
| 3rd | It is either (a) too simple or (b) too buggy | Small sense of continuous development or reflection | The application does not take sufficient account of mobile issues such as small screen space and user input modalities | The document shows only a basic and unreflective understanding of mobile usability |
| Fail | It is either (a) completely lightweight or (b) unusable | Very little evidence of reflection or continuous development.  Students in this category may have to do a demonstration of their work to tutors.\* | The application is difficult to use in mobile conditions | The document is either unreflective or lacks any detail in relation to the application developed |