



College of Engineering, Construction and Living Sciences
Bachelor of Information Technology
ID721001: Mobile Application Development
Level 7, Credits 15
Presentation: Client Application

Assessment Overview

In this **individual** assessment, you will present the mobile application from the **Project: Client Application** assessment and answer follow up questions via a video recording.

Learning Outcomes

At the successful completion of this course, learners will be able to:

1. Implement and publish complete, non-trivial, industry-standard mobile applications following sound architectural and code-quality standards.
2. Identify relevant use cases for a mobile computing scenario and incorporate them into an effective user experience design.
3. Follow industry standard software engineering practice in the design of mobile applications.

Assessments

Assessment	Weight	Due Date	Learning Outcomes
Project: Client Application	60%	10-11-2023 (Friday at 4.59 PM)	1, 2, 3
Practical: Skills-Based	20%	22-09-2023 (Friday at 4.59 PM)	1, 2, 3
Presentation: Client Application	20%	10-11-2023 (Friday at 4.59 PM)	2, 3

Conditions of Assessment

You will complete this assessment during your learner-managed time. However, there will be time during class to discuss the requirements and your progress on this assessment. This assessment will need to be completed by **Friday, 10 November 2023 at 4.59 PM**.

Pass Criteria

This assessment is criterion-referenced (CRA) with a cumulative pass mark of **50%** over all assessments in **ID721001: Mobile Application Development**.

Authenticity

All parts of your submitted assessment **must** be completely your work. Do your best to complete this assessment without using an **AI generative tool**. You need to demonstrate to the course lecturer that you can meet the learning outcome(s) for this assessment.

However, if you get stuck, you can use an **AI generative tool** to help you get unstuck, permitting you to acknowledge that you have used it. In the assessment's repository **README.md** file, please include what prompt(s) you provided to the **AI generative tool** and how you used the response(s) to help you with your work. It also applies to code snippets retrieved from **StackOverflow** and **GitHub**.

Failure to do this may result in a mark of **zero** for this assessment.

Policy on Submissions, Extensions, Resubmissions and Resits

The school's process concerning submissions, extensions, resubmissions and resits complies with **Otago Polytechnic** policies. Learners can view policies on the **Otago Polytechnic** website located at <https://www.op.ac.nz/about-us/governance-and-management/policies>.

Extensions

Familiarise yourself with the assessment due date. If you need an extension, contact the course lecturer before the due date. If you require more than a week's extension, a medical certificate or support letter from your manager may be needed.

Resubmissions

Learners may be requested to resubmit an assessment following a rework of part/s of the original assessment. Resubmissions are to be completed within a negotiable short time frame and usually **must** be completed within the timing of the course to which the assessment relates. Resubmissions will be available to learners who have made a genuine attempt at the first assessment opportunity and achieved a **D grade (40-49%)**. The maximum grade awarded for resubmission will be **C-**.

Resits

Resits and reassessments **are not** applicable in **ID721001: Mobile Application Development**.

Instructions

Presentation - Learning Outcomes 2, 3 (100%)

- Present the mobile application via a video recording. In addition, you need to answer the following:
 - How did you plan and prioritise features throughout the development process?
 - What tools and technologies did you utilise to streamline your development workflow?
 - How did you handle potential challenges, such as time management and motivation?

- What strategies did you employ to maintain code quality and avoid technical debt during the development process?
- How did you handle testing and debugging of the mobile game?

Additional Information

- The presentation must not exceed **30 minutes** in length.
- Upload your presentation to **OneDrive**. Email a link to your presentation to grayson.orr@op.ac.nz.