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

Presentation

Assessment Overview

In this **individual** assessment, you will research, prepare and present an advanced **React Native** topic of your choice. The information presented must be in a **README.md** file. Also, you need to provide a code example to accompany the **README.md** file. The main purpose of this assessment is to demonstrate your ability to identify and effectively articulate your findings.

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 1	25%	28-10-2022 (Friday at 4.59 PM)	1, 2, 3
Project 2	35%	26-08-2022 (Friday at 4.59 PM)	1, 2, 3
Practical	20%	16-11-2022 (Wednesday at 4.59 PM)	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 **Wednesday, 16 November 2022** 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.

Submission

You **must** submit all presentation files via **GitHub Classroom**. Here is the URL to the repository you will use for your submission - https://classroom.github.com/a/Pfexjhjb. The latest presentation files in the **master** or **main** branch will be used to mark against the **Documentation** criterion. Late submissions will incur a **10% penalty per day**, rolling over at **5:00 PM**.

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

List of topics:

- Animations
- Biometric authentication
- CameraX
- Compose
- Dagger
- Environment sensors
- Hilt
- Location
- Media player
- Motion sensors
- Notifications
- Position sensors
- View binding
- View pager
- Work manager

Documentation - Learning Outcomes 2, 3 (50%)

- Documentation must contain the following sections:
  - Overview - a brief description of what the topic is.
  - Dependencies - it may include the name, version number, etc. If it is not required, please indicate it appropriately.
  - Code example - a description of each code snippet in relation to the topic. It means you **only** have to describe the essential files.
  - References - the information in your documentation is referenced using **APA 7th edition**.
    - **Resource:** https://studentservices.op.ac.nz/learning-support/citingandreferencing
- Use of **Markdown**, i.e., bold text, code blocks, etc.
- Correct spelling and grammar.

Presentation 2, 3 (50%)

- Present your documentation, i.e., **README.md** via a video recording. In addition, you **must**:
  - Upload your presentation to your **OP student OneDrive**.
  - Provide a link to your presentation in your documentation.
- Answer the following:
  - Describe how would you implement it into your travelling **Project**.

Additional Information

- Your presentation must not exceed **15 minutes** in length.