



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. If you use code snippets from **GitHub**, **StackOverflow** or other online resources, you **must** reference it appropriately using **APA 7th edition**. Provide your references in the **README.md** file in your repository. Failure to do this will 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](mailto:grayson.orr@op.ac.nz).