

## IT8108 : Mobile Programming

Course Details	
Course Code:	IT8108
Course Title	Mobile Programming <b>APPROVED</b>
Short Title	
Version	1
Course Level:	Level 8
Valid From:	2018/2019 Sem 2
Credits:	15
Programme Manager:	
Current Developer	Philippe Pringuet
Developers	<ul style="list-style-type: none"> <li>Dara Lacey ( 30 April 2019 to 16 September 2019 )</li> <li>Philippe Pringuet ( 16 September 2019 to --- )</li> </ul>
Owner:	ICT
Assessment Method	Achievement
Course Aim	The unit utilizes specialised programming concepts for a mobile platform
Indicative Topics/ Content	
<b>Summary</b> 1 Software development toolkit for a mobile platform 2 Rapid application development for mobile devices 3 UI/UX for mobile applications	
<b>Knowing:</b> Introduction to the SWIFT programming language AND UI/UX best practice for mobile apps.	
<b>Doing:</b> students will develop a mobile app on the iOS platform.	
<b>Being:</b> All employability skills will be embraced but the main emphasis will be on team-work, problem solving and communication. Teamwork: learning how to work collaboratively as a group, according to role and task, to foster a shared learning environment. Problem solving: identifying appropriate solutions to a real world problem. Communication: Presenting technical work to a technical audience (oral form and/or written form)	
CILO	
On Completion of this course, the learner will be able to	
#	Learning Outcome Description
1	Design and Implement complex programs (or Apps) for a mobile platform to a given business requirement
2	Follow best practice, industry standards, professional ethics, diagram designing, programming and documentation conventions during the programming process

NQF Sub-Strand					
#	D1	D2	D3	D4	D5
1		Y	Y	Y	
2			Y		
Domain Reference					
#	Domain Description				Attached Theme
D1	Theoretical Understanding				
D2	Practical Application of knowledge				
D3	Generic, Problem Solving and Analytical Skills				
D4	Communication, ICT, Numeracy				
D5	Autonomy, Responsibility, Context				
Requisites					
<ul style="list-style-type: none"><li>● Pre Requisite: IT7008</li></ul>					
Learning and Teaching Strategies		The course is based on the development of a project following the development life cycle (research, plan, design, implement, test). Interaction with other students and the tutor is essential.			

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Course Content & Assessment			
Assessment Breakdown			%
Controlled Continuous Assessment			35.00%
Uncontrolled Continuous Assessment			65.00%
Completion Requirements			
Students must achieve an aggregate mark of at least 60%.			
Assessments			
No Examinations			
Controlled Continuous Assessment			
<b>Assessment Type:</b>	Oral questioning after observation	<b>% of total:</b>	35
<b>Marks Out Of:</b>	0	<b>Pass Marks:</b>	0
<b>Assessment Date:</b>		<b>Outcome addressed:</b>	1 (0%),2 (0%)
<b>Duration:</b>	00:00:00	<b>Must pass:</b>	False
<b>Pass/Fail:</b>	No		
<b>Assessment Description:</b> Project Defense. Student must defend their implementation (form assessment 2). They should be able to present their final app to a technical audience, provide a critical analysis of design/implementation, and make code modifications and amendments based on a specific script.			
Uncontrolled Continuous Assessment			
<b>Assessment Type:</b>	Project (Individual)	<b>% of total:</b>	30
<b>Marks Out Of:</b>	0	<b>Pass Marks:</b>	0
<b>Assessment Date:</b>		<b>Outcome addressed:</b>	1 (0%),2 (0%)
<b>Duration:</b>	00:00:00	<b>Must pass:</b>	False
<b>Pass/Fail:</b>	No		
<b>Assessment Description:</b> Project Design Document: Students will describe their design process and justify the decisions they have made (including list of the planned features, diagrams of the application, mockups of the application).			
<b>Assessment Type:</b>	Practical Project	<b>% of total:</b>	35
<b>Marks Out Of:</b>	0	<b>Pass Marks:</b>	0
<b>Assessment Date:</b>		<b>Outcome addressed:</b>	1 (0%),2 (0%)
<b>Duration:</b>	00:00:00	<b>Must pass:</b>	False
<b>Pass/Fail:</b>	No		
<b>Assessment Description:</b> iOS App Implementation: Implementation of their app in xCode using SWIFT following the design from assessemnt 1. The students will learn how to implement a full iOS app dealing with a real life problem working as a team			

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Course Activity	
CILO Competency Mapping	
CILO	Competencies
1: Design and Implement complex programs (or Apps) for a mobile platform to a given business requirement	
2: Follow best practice, industry standards, professional ethics, diagram designing, programming and documentation conventions during the programming process	

<b>Recommended Reading List</b>			
<i>This course does not have any book resources</i>			
<i>This course does not have any journal article/paper resources</i>			
<i>This course does not have any other resources</i>			
<b>Editor(s)</b>			
<i>Staff Member</i>		<i>Staff Number</i>	
Dara Lacey			
<b>Discussion Note:</b>			
<b>Affiliated Entities</b>			
<b>Entity Code</b>	<b>Entity Title</b>	<b>Entity Version</b>	<b>Entity Type</b>
ICT8010	Bachelor of Information Communications Technology (Programming)	1	Programme

## Links

No Links Present