

## IT8108: Mobile Programming Project Defense (part 1)

Semester:	Semester A, 2017-2018				
Tutors:	Dr. Philippe Pringuet (Course Coordinator)				
Learning Outcomes Covered:	LO1 - Design and implement programs (or Apps) for a mobile platform to a given business requirement.  LO2 - Follow best practice, industry standards, professional ethics, diagram designing, programming and documentation conventions during the programming process.				
Weighting:	35% divided into:				
	o 5% for project demonstration to client				
	<ul> <li>5% for critical analysis of project implementation</li> </ul>				
	o 25% for project features update				
Instructions:	Attend the project demonstration on Sunday 21st January 9-12 at the scheduled timing for your group (available on Moodle)				
Notes	<ul> <li>Requests for extensions should be made 2 working days before the deadline to Course Coordinator. Extensions will only be approved with valid reasons.  Extensions are for the whole group. You are only permitted a maximum of one extension per course per semester.</li> <li>Late submissions will incur a penalty of 5% per day (5 marks out of 100, not 5% of the mark achieved)</li> <li>Not attending the demo or lateness will occur a zero mark</li> </ul>				

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### Project Defense Part 1 – Project Demonstration (5%)

The project needs to be showcased to the client with each of the main features demonstrated and justified.

- Maximum time: 15min
- Each team member will have an equivalent speaking time and may be asked questions about any of the features
- It is you own choice what presentation medium you wish to choose. You will be evaluated on how well the presentation medium allows to showcase the features implemented

Assessment Part	Criteria	Marked out of
Duolost	Quality of the features presented	10
Project Demo	Justifications of the features (in terms of User Experience and	5
	Commercialisation potential)	
(Quality of technical	Technical explanation of each feature	10
explanations)	Quality and apropriateness of answers to questions	5
	TOTAL	30

Assessment	Criteria	Marked	
Part		out of	
	Good introduction to presentation	2	
	All team members dressed professionally	2	
	All group members have an equivalent speaking time	2	
	Choice of presentation medium is adequate and showcases	2	
Project	the features adequately		
Demo	Speech and Language used is clear	2*	
(Quality of	Body language is appropriate	2*	
presentation)	Technical vocabulary used appropriately when needed	2	
	There is cohesion and flow in the way ideas are presented	2	
	Pace and timing of presentation is appropriate	2	
	All group members are answering questions	2	
	TOTAL	20	
*these secti	*these sections will be marked individually. All other will receive a group mark.		
TOTAL		50	

It is expected that all teams will be competing against each other to present their app. The winning team, based on the result of the project demonstration, will be offered a paid internship with Relocent.

Group	А	В	С	D	E	F	G	Н	I
Time	9:00am	9:20am	9:40am	10:00am	10:20am	10:40am	11:00am	11:20am	11:40am



# IT8108: Mobile Programming Project Defense (part 2 and 3)

Semester:	Semester A, 2017-2018			
Tutors:	Dr. Philippe Pringuet (Course Coordinator)			
Learning Outcomes Covered:	LO1 - Design and implement programs (or Apps) for a mobile platform to a given business requirement.  LO2 - Follow best practice, industry standards, professional ethics, diagram designing, programming and documentation conventions during the programming process.			
Weighting:	<ul> <li>35% divided into:         <ul> <li>5% for project demonstration to client (part 1)</li> <li>5% for critical analysis of project implementation (part 2)</li> <li>25% for project features update (part 3)</li> </ul> </li> </ul>			
Instructions:	Attend the project defense exam on Tuesday 23 <sup>rd</sup> January 1pm-4pm			
Notes	<ul> <li>Requests for extensions should be made 2 working days before the deadline to Course Coordinator. Extensions will only be approved with valid reasons.          Extensions are for the whole group. You are only permitted a maximum of one extension per course per semester.     </li> <li>Late submissions will incur a penalty of 5% per day (5 marks out of 100, not 5% of the mark achieved)</li> </ul>			

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Project Defense Part 2 – Critical Analysis (5%)	4
Project Defense Part 3 – Project Features Updates (25%)	5

### Project Defense Part 2 – Critical Analysis (5%)

In Part 2 of the project defense you are required to justify your design and implementation choices for key features of your project:

In a word document (please use word online using your Office365 account or Apple pages), please answer the below questions. Save the document in your project main folder and upload on Moodle.

#### 1-Technical explanation of one selected feature

In 400 words (+/- 10%) describe your technical implementation for <u>collecting and displaying the list of places</u>. There should be enough details for an experienced programmer to recreate your implementation based on the description.

#### 2-Evaluation of management of Implementation of project

In 400 words, reflect on your management of the implementation phase of the project. In particular you should:

- Detail how the group planned the implementation phase of the project.
- Reflect on the composition of your team and group dynamics (How did the personality of the team member affect the progress or made the team better or worse?) and describe any conflict that may have arisen (and how you managed that conflict)
- Describe your use of collaboration tools and how they affected your progress (Evaluate all the collaboration tools ou have used and state whether you would use them again)
- Conclude by stating what you with hindsight would do differently (with reasons)

#### 3-Critical reflection on your own learning

In 200 words, describe what have you learned from other members of the group and prepare a self-evaluation of contributions you made to the project.

Assessment Part	Section	Marks
Critical	Technical explanation of one selected feature	20
Analysis	Evaluation of management of Implementation of project	20
	Critical reflection on your own learning and contributions	10
Marks will be removed for spelling and grammar, correctness of English, lack of professional layout.		
	Tota	al <b>50</b>

#### Project Defense Part 3 – Project Features Updates (25%)

Part 3 of the project defense is an individual practical implementation of updates or additional features to the app. You are required to bring with you the final version of your project to the project defense.

For each task, describe in a couple of lines in the word document created above the changes you have made. This is aimed to help your tutor locate the changes in your project. All added code should be properly commented. Do not delete any code from your project. If code if not relevant anymore or if code needs to be changed due to the changes below, comment it out and explain.

#### Task 1:

Make changes to the map screen so that it shows:

- An annotation for Bahrain Polytechnic
- An annotation for the last TWO places searched/selected by the app. Make sure that the app does not crash if two places have no yet been selected by the user.
- The map should be centered on Bahrain Polytechnic and show last place searched/selected by the app. Select the level of zoom appropriately to show as much details as possible.

#### Task 2:

Make appropriate changes to your project to only show Banks (Show only the 10 closest places to the user location)

Make appropriate changes to add an 'OpenNow' logo/label on the list of places if the place is open at the time the user made the request.

#### Task 3:

Add a splashscreen to your project and include 2 labels for your Student ID and your name.

Add the logo of your app to the splashcreen and set constrainst ap[propriately to ensure the logo and labels are displayed correctly on different screen sizes.

Ensure the project compiles properly without any warnings or runtime error.

Assessment Part	Section	Marks
	Task 1	10
	Task 2	10
Features	Task 3	5
	Marks will be removed if industry standards a	re not followed or if
	libraries and code not your own is not	referenced
	Total	25