INFS3634

INFORMATION SYSTEMS & TECHNOLOGY MANAGEMENT

Never Stand Still | Business School

Assignment Type: App Development and Peer-Assessment

Assignment Weight: App Submission is 10%; Peer-Assessment is 5%

Assignment Description:

Part A: App Submission: For this assignment you will need to develop an android app. This assignment is an opportunity for you to practice and showcase your knowledge of fundamental android development skills. For the most part, this app will test your ability to utilize the skills and knowledge that you have learned in INFS3634. Your app is worth 10% of your grade for this course.

Part B: Peer-Assessment: Peer assessment is the assessment of students' work by other students of equal status. Peer assessment is a powerful meta-cognitive tool. It engages students in the learning process and develops their capacity to reflect on and critically evaluate their own learning and skill development. It supports the development of critical thinking, interpersonal and other skills, as well as enhancing understanding within the field of knowledge of a discipline. Your peer assessment is worth 5% of your grade for this course. This process will be handled via moodle. You will be required to review **two app** submitted by other students in this course. The objective of your peer-assessment is to provide critical commentary to your peers.

Assessment Deliverables:

Submit Part A by Tuesday 4th October, 5pm

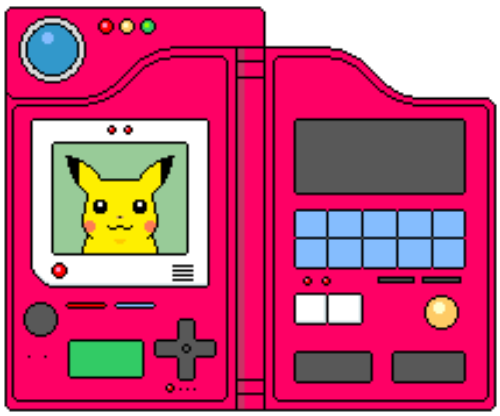
Submit Part B by Tuesday 11th October, 5pm

The Rationale/Purpose for the Assessment:

Having completed this course, you should be able to demonstrate your ability to interpret, write and distribute reliable, well-structured mobile applications. In addition, this assignment will see students collaborate/reflect through a peer-assessment process.

App Topic:

You are required to demonstrate your programming skills through the development of a 'Pokedex' app. A Pokédex is a fictional electronic device designed to catalogue and provide information regarding the various species of Pokémon featured in the Pokémon video game, anime and manga series.



The Pokédex is an encyclopedia and guidebook that contains information about all of the different types of Pokémon featured in the games and television show. Pokémon each have a unique number, which is how they are organized within the Pokédex. A Pokédex typically includes a number of features such as displaying an image, statistics and information about each Pokémon, including the region they are found, their evolution details, what skills they can learn and their height or weight.

In the development of your app, you will need to conduct research. This include exploring current Pokédex apps in the app market, appropriate GUI design (including colours and fonts appropriate for the intended users), as well as the type of personalised/innovative functionality that you plan on including in the development of your app. For this assignment you are only required to create a Pokédex for a specific generation of Pokémon (e.g. original Kanto Generation 1) and therefore you Pokédex will be limited to approximately 150 Pokémon.

A minimal design for this app should include the appropriate use of RecyclerView and activities, providing information on a selected item (a specific Pokémon). Your code should include the use of Logs and comments to showcase your understanding of your code. It is expected that you will include detailed entries into your developer journal each week until the submission of your assignment, tracking the design/development of your app.

Submission Procedure:

You are required to submit a link to the repository (e.g. Github) for your app via moodle submission tool. The same tool will be used for the peer-assessment process. Your submission should include a brief description that clearly outlines the features (functional and non-functional) of your app.

Marking Criteria:

Your app will be marked, and peer-assessed, according to the following criteria.

• **Accuracy/Completeness (40%)** – for submitting an app that meets the various points in the above specification.

• **Quality of the user interface and experience (20%)** –Is the app easy to use? Are screens they laid out neatly? Does the app provide a quality user-experience that intended users expect?

• **Innovativeness and complexity of the app (40%) –** Does your app function well and robustly? What extra features beyond the standard functionality are included? How viable and complex is it?