

## Mobile Application Development

### Course project

2014-15

A mobile application supports students in their day-to-day campus life, providing help in finding didactical information, social interaction, and temporary-job placement.

Using the application, a student can locate classrooms; find out lecture timetables and teachers' consulting hours; receive notifications about changes in their daily schedule.

Students can also interact with each other exchanging messages (one-to-one or one-to-many, supporting different target groups) and access a shared noticeboard where categorized notices can be published (e.g.: looking for rent, selling used books and notes, ...).

Each student can also maintain a profile, where her/his competences are listed and can be accessed by companies offering temporary jobs opportunities.

Before implementing the application, focus on user needs and expectations and properly design the user experience, taking into account that some functionalities can be accessed at home or in quiet environment, while others should be accessed on the move, paying limited attention to the device screen.

Design and implement a mobile application conforming to the above specifications.