

Overview

Objectives

The objective of this coursework is for you to demonstrate your ability to:

1. To develop your programming skills.
2. To develop mobile app development skills
3. To develop software design skills.

Group Project

Innovation comes from an initial idea. You should, within your group, come up with an idea that you can work on and design a working mobile App that could, through further implementation and development, be successful in making a difference to the community that you live in.

You may choose, as a group, to work on an area of most interest to you and that would demonstrate the skills you have developed. However, the work to be assessed must not be work being carried out on other modules and must be created for this module alone.

In this project you must demonstrate the ability to work independently, and as a team, to design and implement a working mobile app. You will be marked based on the design and the advanced programming implementation that you evidence.

The project you will do must be agreed with your lecturer.

Report Outline

A short report should accompany your project that should outline the design of your project. This will include the main components of your project so that anyone reading the report would know what the product was, how it worked and what is interesting about it.

Marking

This group-work assessment contributes 50% of your overall module mark and marks will be awarded based on:

Report and App

Background - 10%
Planning – 10%
Design – 20%
Implementation – 20%
Testing – 10%
Critical analysis – 5%
Report Structure– 5%

A group Presentation of the App – 20%

The coursework mark of 100% will count as 50% of the overall module mark.

Additional module marks:

Exam – 50%