1. **Title of the module**

DIGM5750 (EL575) Mobile Application Development

**2. School or partner institution which will be responsible for management of the module**

Engineering and Digital Arts

**3. The level of the module (Level 4, Level 5, Level 6 or Level 7)**

Level 5

**4. The number of credits and the ECTS value which the module represents**

15 (7.5 ECTS)

**5. Which term(s) the module is to be taught in (or other teaching pattern)**

Autumn

**6. Prerequisite and co-requisite modules**

EL313 Introduction to Programming
EL334 Internet Programming With Java

**7. The programmes of study to which the module contributes**

BSc Multimedia Technology & Design
BSc Multimedia Technology & Design with a Year in Industry

**8. The intended subject specific learning outcomes.
On successful completion of the module, students will:**

1. Be familiar with the different User Interface elements that can be used to construct the application interface on a mobile platform
2. Be able to develop application functionality with an appropriate programming language and software development kit (SDK).
3. Be familiar with mobile application design approaches, and relevant software design patterns.

**9. The intended generic learning outcomes.
On successfully completing the module students will be able to:**

9.1 Generate, analyse, present and interpret data

* 1. Increase their proficiency in Information and Communications Technology

9.3 Learn effectively for the purpose of continuing professional development

9.4 work in flexible, creative and independent ways to enable their critical thinking, reasoning and reflection

* 1. organise and manage time and resources within an individual project and a group project

**10. A synopsis of the curriculum**

This course is concerned with the design, implementation and testing of applications for the Android platform. Students will work at all stages of the development life-cycle from inception to testing, whilst considering usability and device capabilities for a mobile application capable of meeting a functional specification.

1. **Reading list**

Beginning Android Application Development, Wei-Meng Lee, John Wiley & Sons, 2011, ISBN-10: 1118017110, ISBN-13: 978-1118017111

**12. Learning and teaching methods**

Total contact hours: 41

Private study hours: 109

Total study hours: 150

**13. Assessment methods**

* 1. Main assessment methods
* 80% Android mobile application mini project
* 20% Object Oriented programming workshop exercises

13.2 Reassessment methods

Reassessment instrument: like-for-like

**14. Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section12) and methods of assessment (section 13)**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Module learning outcome** | *8.1* | *8.2* | *8.3* | *9.1* | *9.2* | *9.3* | *9.4* | *9.5* |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |
| Private Study | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |
| Mini project | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |
| Lectures | **X** | **X** | **X** | **X** | **X** | **X** |  |  |
| Workshops | **X** | **X** | **X** | **X** | **X** | **X** |  |  |
| **Assessment method** |  |  |  |  |  |  |  |  |
| Mini project | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |
| Workshop assessment |  | **X** | **X** | **X** |  | **X** |  |  |

**15. Inclusive module design**

The School recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

a) Accessible resources and curriculum

b) Learning, teaching and assessment methods

**16. Campus(es) or centre(s) where module will be delivered**

Canterbury

**17. Internationalisation**

The module curriculum targets technologies that are currently used globally within the IT industry. The skills that the students will develop through this module will enable them to be in the forefront of the international IT market, and be competitive within a global IT market.

**FACULTIES SUPPORT OFFICE USE ONLY**

**Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date approved | Major/minor revision | Start date of the delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
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Revised FSO Jan 2018