



MODULE SPECIFICATION

Part 1: Information			
Module Title	Mobile Applications		
Module Code	UFCF7H-15-3	Level	Level 6
For implementation from	2019-20		
UWE Credit Rating	15	ECTS Credit Rating	7.5
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Science & Creative Tech		
Module type:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p>Educational Aims: This module will allow students to study current and historical mobile device technologies, along with the current mobile application marketplace and its impact on app development. Convergence of the web and mobile technologies will be explored and the differences between desktop and mobile applications will help students design for context whilst considering mobile information, architecture and design.</p> <p>Outline Syllabus: The syllabus includes:</p> <p>Mobile platforms and the development process: Features of mobile platforms and devices, advantages and limitations. The mobile software development process. Application development methodology for mobile apps. Commercial licensing frameworks.</p> <p>Design: Mobile application design; application model and infrastructure; hardware and software architecture; managing resources; development workflow. Interaction design.</p> <p>Interface technologies: Modern mobile device features can be applied to a variety of applications. Being able to adapt to</p>

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devices as they evolve are vital skills of a mobile developer. Opportunities provided through GPS, orientation sensors, device detection and networking allow for a wide range of phone applications.

Security:

Security issues and secure design for mobile applications.

The Future:

Innovations in the mobile market. Students will be able to explore the emerging trends surrounding mobile applications.

Teaching and Learning Methods: Students will learn through a combination of lectures, tutorials and practical activities in a digital media studio. Students will be expected to learn independently and carry out reading and directed study beyond that available within taught classes.

Part 3: Assessment

The assignment for this module will be designed to consolidate the students' knowledge and practical skills in relation to the learning outcomes and to provide independent learning and problem solving.

The individual assignment will be a software development task using tools and applications associated with the mobile development pipeline, including documentation of design, implementation and testing (Component B).

Individual demonstrations will provide an opportunity to illustrate student knowledge of the technical and commercial aspects of mobile application development through a showcase of the functionality of application/s created (Component A).

Assessment criteria will be established against learning outcomes and objectives provided in the assignment specification.

First Sit Components	Final Assessment	Element weighting	Description
Practical Skills Assessment - Component A	✓	25 %	Individual in class demonstration
Practical Skills Assessment - Component B		75 %	Individual development of a mobile application
Resit Components	Final Assessment	Element weighting	Description
Practical Skills Assessment - Component A	✓	25 %	Demonstration (submitted as a video)
Practical Skills Assessment - Component B		75 %	Individual development of a mobile application

Part 4: Teaching and Learning Methods

Learning Outcomes On successful completion of this module students will achieve the following learning outcomes:

Module Learning Outcomes	Reference
Analyse and critically evaluate mobile platform technologies for the development of mobile applications	MO1
Interpret user expectations and apply these in the context of mobile applications	MO2
Design, develop, test and document a working application for a mobile device	MO3

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	Consider current and emerging trends in mobile device technology and have regard to commercial licensing frameworks for mobile development	MO4
Contact Hours	Independent Study Hours:	
	Independent study/self-guided study	114
	Total Independent Study Hours:	114
	Scheduled Learning and Teaching Hours:	
	Face-to-face learning	36
	Total Scheduled Learning and Teaching Hours:	36
	Hours to be allocated	150
	Allocated Hours	150
Reading List	<p>The reading list for this module can be accessed via the following link:</p> <p>https://uwe.rl.talis.com/modules/ufcf7h-15-3.html</p>	

Part 5: Contributes Towards

This module contributes towards the following programmes of study: