**Module Specification**

# Mobile Applications

Version: 2024-25, v5.0, 05 Jul 2024

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## Part 1: Information

**Module title:** Mobile Applications

**Module code:** UFCF7H-15-3

**Level:** Level 6

**For implementation from:** 2024-25

**UWE credit rating:** 15

**ECTS credit rating:** 7.5

**College:** College of Arts, Technology and Environment

**School:** CATE School of Computing and Creative Technologies

**Partner institutions:** None

**Field:** Computer Science and Creative Technologies

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** Not applicable

**Features:** Not applicable

**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.

**Outline syllabus:** The syllabus includes:

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.

Design:
Mobile application design; application model and infrastructure; hardware and software architecture; managing resources; development workflow. Interaction design.

Interface technologies:
Modern mobile device features can be applied to a variety of applications. Being able to adapt to 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.

# Part 3: Teaching and learning methods

**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.

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Analyse and critically evaluate mobile platform technologies for the development of mobile applications

**MO2** Interpret user expectations and apply these in the context of mobile applications

**MO3** Design, develop, test and document a working application for a mobile device

**MO4** Consider current and emerging trends in mobile device technology and have regard to commercial licensing frameworks for mobile development

**Hours to be allocated:** 150

**Contact hours:**

Independent study/self-guided study = 114 hours

Face-to-face learning = 36 hours

Total = 0

**Reading list:** The reading list for this module can be accessed at readinglists.uwe.ac.uk via the following link https://uwe.rl.talis.com/modules/ufcf7h-15-3.html


# Part 4: Assessment

**Assessment strategy:** The assessment for this module is designed to consolidate the students' knowledge and practical skills in relation to the learning outcomes and to provide independent learning and problem solving. It consists of an in-class test and the group development of a mobile application.

The in-class test assesses students understanding of the taught material. The group assessment is a software development task using tools and applications associated

with the mobile development pipeline, including documentation of design, implementation, and testing.  There is an individual component to the assessment, in that after the design stage, students will individually work on different subsystems. User testing will provide an opportunity for students to interpret user expectations and apply this in the context of their own application. Student knowledge of the technical and commercial aspects of mobile application development will be demonstrated through a showcase of the functionality of the application created. Assessment criteria will be established against learning outcomes and objectives provided in the assignment specification.

Resit strategy is the same as first sit.

**Assessment tasks:**

**Practical Skills Assessment** (First Sit)

Description: Group development of a mobile application, including an individual performance assessment.

Weighting: 75 %

Final assessment: Yes

Group work: Yes

Learning outcomes tested: MO2, MO3


**In-class test** (First Sit)

Description: In class test based upon the taught material.

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO4


**Practical Skills Assessment** (Resit)

Description: Group development of a mobile application, including an individual performance assessment.

Weighting: 75 %

Final assessment: Yes

Group work: Yes

Learning outcomes tested: MO2, MO3

**In-class test** (Resit)

Description: In class test based upon the taught material.

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO4

## Part 5: Contributes towards

This module contributes towards the following programmes of study:

Computer Science {Dual} BSc (Hons) 2022-23

Information Technology {Top-Up} [INTUNI] BSc (Hons) 2024-25

Information Technology {Top-Up} [Gloscoll] BSc (Hons) 2024-25

Software Engineering {Dual} [Aug][FT][Taylors][3yrs] BSc (Hons) 2022-23

Software Engineering {Dual} [Mar][FT][Taylors][3yrs] BSc (Hons) 2022-23

Software Engineering {Dual} [Taylors] BSc (Hons) 2022-23

Information Technology {Top-Up} [Frenchay] BSc (Hons) 2023-24

Information Technology {Top-Up} [SHAPE] BSc (Hons) 2023-24

Information Technology {Top-Up} [INTUNI] BSc (Hons) 2023-24

Computer Security and Forensics {Foundation} [Feb][SW][GCET][5yrs] BSc (Hons) 2020-21

Computer Security and Forensics {Foundation} [Oct][SW][GCET][5yrs] BSc (Hons) 2020-21

Digital Media [Frenchay] BSc (Hons) 2022-23

Information Technology {Top-Up} [INTUNI] BSc (Hons) 2024-25

Information Technology {Top-Up} [Phenikaa] BSc (Hons) 2024-25

Information Technology {Top-Up} [SHAPE] BSc (Hons) 2024-25

Information Technology {Top-Up} [SHAPE] BSc (Hons) 2024-25

Digital Media {Foundation}[Sep][FT][Frenchay][4yrs] BSc (Hons) 2021-22

Digital Media {Foundation}[Sep][SW][Frenchay][5yrs] BSc (Hons) 2020-21

Computing {Foundation} [Sep][SW][Frenchay][5yrs] - Not Running BSc (Hons) 2020-21

Computer Science {Foundation}[Sep][SW][Frenchay][5yrs] BSc (Hons) 2020-21

Computer Science {Foundation}[Sep][FT][Frenchay][4yrs] BSc (Hons) 2021-22

Computer Science {Foundation} [Sep][SW][Frenchay][5yrs] - Not Running BSc (Hons) 2020-21

Software Engineering for Business {JEP}[Sep][FT][Neusoft][4yrs] BSc (Hons) 2021-22

Computer Science {Foundation}[Oct][FT][GCET][4yrs] BSc (Hons) 2021-22

Digital Media {Foundation}[Sep][SW][Frenchay][5yrs] BSc (Hons) 2020-21

Computer Science (Artificial Intelliegence) {Foundation}[Oct][FT][GCET][4yrs] BSc (Hons) 2021-22

Computer Science (Smart Devices) {Foundation}[Oct][FT][GCET][4yrs] BSc (Hons) 2021-22

Computer Science {Foundation}[Feb][FT][GCET][4yrs] BSc (Hons) 2021-22

Computer Science (Smart Devices) {Foundation}[Feb][FT][GCET][4yrs] BSc (Hons) 2021-22

Computer Science (Artificial Intelliegence) {Foundation}[Feb][FT][GCET][4yrs] BSc (Hons) 2021-22

Computer Science {Foundation}[Feb][PT][GCET][8yrs] BSc (Hons) 2021-22

Computing [Sep][SW][Frenchay][4yrs] - Not Running BSc (Hons) 2021-22

Computing {Foundation} [Sep][FT][Frenchay][4yrs] - Not Running BSc (Hons) 2021-22

Digital Media [Sep][SW][Frenchay][4yrs] BSc (Hons) 2021-22

Digital Media {Foundation}[Sep][FT][Frenchay][4yrs] BSc (Hons) 2021-22

Computer Security and Forensics {Foundation} [Feb][FT][GCET][4yrs] BSc (Hons) 2021-22

Computer Security and Forensics {Foundation} [Oct][FT][GCET][4yrs] BSc (Hons) 2021-22

Computer Science [Sep][SW][Frenchay][4yrs] BSc (Hons) 2021-22

Software Engineering {Foundation} [Feb][FT][GCET][4yrs] - Withdrawn BEng (Hons) 2021-22

Software Engineering {Foundation} [Oct][FT][GCET][4yrs] - Withdrawn BEng (Hons) 2021-22

Computer Science [Sep][FT][Villa][3yrs] - Not Running BSc (Hons) 2022-23

Computer Science [May][FT][Villa][3yrs] - Not Running BSc (Hons) 2022-23

Computer Science [Jan][FT][Villa][3yrs] - Not Running BSc (Hons) 2022-23

Computing [Sep][FT][Frenchay][3yrs] - Not Running BSc (Hons) 2022-23

Software Engineering [Jan][FT][Northshore][3yrs] - Not Running BSc (Hons) 2022-23

Digital Media [Frenchay] BSc (Hons) 2022-23

Computer Science [Villa] BSc (Hons) 2022-23

Computer Science [Frenchay] BSc (Hons) 2022-23

Computer Science (Artificial Intelligence) [NepalBrit] BSc (Hons) 2022-23

Information Technology {Dual}[Taylors] BSc (Hons) 2022-23