Module Specification

Mobile Applications

Version: 2028-29, v3.0, Approved

Contents

Part 1: Information

Module title: Mobile Applications

Module code: UFCF7H-15-3

Level: Level 6

For implementation from: 2028-29

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: This module will introduce students to the development of mobile applications. Tutorials will present the basic features of Android development software and tutors will support student understanding of the wider applications available using the tools they have access to. There is a wealth of resources available online from Google and third-party developers to support student learning. To achieve in the higher mark boundaries, students must conduct their own research to create more advanced applications.

Students will design an app before building it, considering the user experience and visuals and functionality of the application. Next, they will develop their software design skills by organising and formatting their code for readability by implementing the platforms design frameworks coding standards.

Features: Not applicable

Educational aims: This module introduces core concepts of mobile computing, including platforms (e.g., Android), architectures, and development environments, and provides understanding of constraints and opportunities of mobile devices (limited resources, connectivity, sensors, portability). This module also aims to equip students with practical skills in designing, developing, testing, and deploying mobile applications. In addition, this module trains students to apply UI/UX design methodologies tailored to mobile apps.

Outline syllabus: Topics are likely to include but are not limited to:

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.

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

MO3 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

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.

The assessment is an individual software development project using tools and applications associated with the mobile development pipeline, including documentation of design, implementation, testing and demonstration.

It is recommended that students spend, on average, 30 hours completing all elements of the project.

Assessment criteria will be established against learning outcomes and objectives provided in the assignment specification. Feedback on the mobile app development is given continuously by the lab tutors.

Referral work will follow the same format as the main assessment.

Assessment tasks:

Project (First Sit)
Description: Project (design report, mobile app code and one online test)
Weighting: 100 %
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3

Project (Resit)
Description: Project (design report, mobile app code and one online test)
Weighting: 100 %
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Computer Science {Foundation} [Frenchay] BSc (Hons) 2024-25

Computer Science {Foundation} [Frenchay] BSc (Hons) 2024-25

Computer Science [Frenchay] BSc (Hons) 2025-26

Computer Science {Dual} [Taylors] BSc (Hons) 2026-27

Digital Media {Foundation} [Frenchay] BSc (Hons) 2024-25

Computer Science (Artificial Intelligence) {Foundation} [GCET] BSc (Hons) 2024-25

Computer Science {Foundation} [GCET] BSc (Hons) 2024-25

Computer Science (Smart Devices) {Foundation} [GCET] BSc (Hons) 2024-25

Computer Security and Forensics {Foundation} [GCET] BSc (Hons) 2024-25

Computer Security and Forensics {Foundation} [GCET] BSc (Hons) 2024-25

Computer Science {Foundation} [GCET] BSc (Hons) 2025-26

Computer Science (Artificial Intelligence) {Foundation} [GCET] BSc (Hons) 2025-26

Computer Science (Smart Devices) {Foundation} [GCET] BSc (Hons) 2025-26

Computer Security and Forensics {Foundation} [GCET] BSc (Hons) 2025-26

Computer Science {Foundation} [Frenchay] BSc (Hons) 2025-26

Computer Science [Frenchay] BSc (Hons) 2026-27

Computer Science [Frenchay] BSc (Hons) 2026-27

Computer Science {Foundation} [Frenchay] BSc (Hons) 2025-26

Computer Science (Artificial Intelligence) [NepalBrit] BSc (Hons) 2026-27

Computer Science [Villa] BSc (Hons) 2026-27

Computer Science [Phenikaa] BSc (Hons) 2026-27

Computer Science [Villa] BSc (Hons) 2026-27

Computer Science [Phenikaa] BSc (Hons) 2026-27

Computer Science {with International Year One} [UWEBIC] BSc (Hons) 2026-27