Learning Aims
In this unit you will:
A understand the characteristics and uses of mobile apps
B design a mobile app
C develop and test a mobile app
D review the finished mobile app.

Interim Assessment
Learning Aim A 24th June 2013
Learning Aim B 8th July 2013
Learning Aim C 9th September 2013
Learning Aim D 7th October 2013

Project Brief

You work for a publishing company that is moving into increasing its digital publishing for handheld devices and smartphones. Your manager is going to ask you to lead on an school app design project, and to investigate educational mobile apps currently available. Your manager wants to know how mobile apps could be used to:
• support people with their learning disabilities
• create a digital prospectus
• create a digital 14-19 student magazine
• create a revision guide
• support a specific subject area in school

Learning Aim A
Understand the characteristics and uses of mobile apps
You will firstly research a range of existing apps using the ipads provided. They have asked you to prepare a presentation that describes the purpose, quality and features of your researched apps.

Learning Aim B Design a mobile app
A leading educational publisher has asked you to develop an interactive app. You will chose from one of the above starting points. You should design an interactive app which will include pre-defined and edited code with assets. You should describe how your design meets the user requirements and purpose.
Your designs should include:
• list of assets or code
• proposed solution
• test plan
• alternative ideas for designs
Learning Aim C Develop and test a mobile app

You should now have everything you need to develop your interactive learning app.
1. Gather, prepare and optimise predefined programs/code snippets and assets (e.g., images, sound, video) that you will use in the interactive app.
2. Reference sources in a table.
3. Develop the interactive app, using AppShed/code that you have gathered. Edit pre-defined code and any original code to create the app. Do not forget to include commentary within the code.
4. Test the app against the test plan, checking the user requirements are still being met, and document any changes to the app. Correct any errors in the app.
5. Get feedback from one other person on the app, including how easy it is to use and the quality of the code.
6. Review and refine your app in light of feedback.

Learning Aim D Review the finished mobile app.

How could the app be improved?
Consider strengths and points you could improve in your design.
How suitable is your app for the audience and purpose?
Does it meet the user requirements?
Justify where your design has changed through the development, including what has changed following feedback, and explain how you would improve the program further.
### Assessment Criteria
#### Unit 8 Mobile Apps Development

#### Learning aim A: Understand the characteristics and uses of mobile apps

<table>
<thead>
<tr>
<th>Level 1</th>
<th>Level 2 Pass</th>
<th>Level 2 Merit</th>
<th>Level 2 Distinction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1A.1</td>
<td>Identify the uses and features of two different apps.</td>
<td>2A.P1</td>
<td>Explain the uses and features of two different apps.</td>
</tr>
</tbody>
</table>

#### Learning aim B: Design a mobile app

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>1B.2</td>
<td>Identify the purpose and user requirements for the app.</td>
<td>2B.P2</td>
<td>Describe the purpose and user requirements for the app.</td>
</tr>
<tr>
<td>1B.3</td>
<td>Produce a design for a mobile app with guidance, including an outline of the proposed solution.</td>
<td>2B.P3</td>
<td>Produce a design for a mobile app, including: a proposed solution, a list of any pre-defined codes/programs, a test plan, a list of sources for any pre-defined code and assets.</td>
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</tbody>
</table>

#### Learning aim C: Develop and test a mobile app

<table>
<thead>
<tr>
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<th>Level 2 Distinction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1C.4</td>
<td>Prepare predefined code and assets with guidance.</td>
<td>2C.P4</td>
<td>Prepare predefined code snippets and assets for the app, demonstrating awareness of purpose, listing sources for assets used.</td>
</tr>
<tr>
<td>1C.5</td>
<td>Edit predefined code and integrate with assets to develop an app, with guidance, containing: one or more screens constructs.*</td>
<td>2C.P5</td>
<td>Edit predefined code and integrate with assets to develop an app which includes: one or more screens constructs commentary throughout the code.*</td>
</tr>
<tr>
<td>1C.6</td>
<td>Test the app for functionality and purpose, repairing any faults and documenting any changes made, with guidance.</td>
<td>2C.P6</td>
<td>Test the app for functionality and purpose, repairing any faults and documenting any changes made.</td>
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#### Learning aim D: Review the finished mobile app

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<th>Level 2 Distinction</th>
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</thead>
<tbody>
<tr>
<td>1D.7</td>
<td>For the final app, identify how the final app is suitable for the user requirements and purpose.</td>
<td>2D.P7</td>
<td>For the final app, explain how the final app is suitable for the user requirements and purpose.</td>
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</tbody>
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