BTEC Assignment Brief

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| Qualification | Pearson BTEC Level 3 Extended Diploma in Computing |
| Unit or Component number and title | 17 |
| Learning aim(s)  (For NQF/RQF only) | A |
| Assignment title | Investigate mobile apps and mobile devices |
| Assessor | Enter Name of Assessor |
| Hand out date | Feb 27, 2023 |
| Hand in deadline | 27 March 2023 |
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| Vocational Scenario or Context | You are the CTO (chief technology officer) of an app developing company. It is your task to describe to the Canteen Manager, how the purpose of 2 apps on 2 platforms (IOS, Android, Web App) affects the design of it.      You then need to design a new canteen app justify and explain the features and design of it. You can use other examples of other apps in similar categories, food ordering, to justify the design and implementation of the new app.    It needs to be on both mobile platforms IOS and Android.    You will be asked later to create this app, or a prototype version, but not yet. |
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| Task 1 | You need to produce a presentation, producing a several slides for each point with speaker notes below describing what you are talking about      App context and features...    You need to describe what the different contexts of apps are e.g. health, entertainment etc.    Then you need to choose 2 or 3 apps on different platforms and describe their purpose.    Then describe the different functions of each app e.g. Navigation, database connectivity, in-app payments.    Then say what is the difference between native, web and hybrid apps, describe what each of these are.    Now say what type of category your apps are in. Say why you think each category it advantageous for example developing a hybrid app for an application like Spotify means you can cut down development costs.        Mobile technologies    Briefly describe what technological features are available on each platform.    Describe the different types of mobile technologies have been used in your chosen apps on the two platforms.    How would native, hybrid or web-based choices be affected by the technologies you need    An example you could use is how The Amazon app uses search and a database backend to access products that it displays in lists, and then a payment system. The app is very similar so probably uses cross-platform technologies (like httpsflutter.dev or HTML5 web technologies) so it is more than likely it was made non-natively using Hybrid technology as there are common components between each app.        Breaking down design on your chosen apps    Looking at the design of your apps say what features worked which ones didnt    How have they used colours and fonts to their advantage e.g. if the app is for teenagers then bright appealing colours and graphics would be a good choice    How have they used navigation (tab-bar, hamburger or navigation) to their advantage    Take a look at the apple and android app design guides...    Compare and contrast them say what features worked or did not work and why.        Make a design for the app, imagine you need to convince the canteen manager your app is the right design choice    Design 3 screens (login, menu and payment screen minium) for the mobile app for the Canteen manager    Break down why you have chosen these designs based on what you mentioned about the apps you analysed.    Why did you choose that type of navigation, fonts, colours etc    Will you develop this on native, hybrid or web...    What technological features will your app have    How will your choices improve on the other apps you have analysed to make it better and more effective |
| Checklist of evidence required | A presentation with lecture notes |
| Criteria covered by this task: | |
| Unit/Criteria reference | To achieve the criteria, you must show that you are able to: |
| 17 / P1 | Explain how the purpose of a mobile app and the needs, preferences and characteristics of the user affect its design and the provided features. |
| 17 / P2 | Explain the impact of current technologies on the design and implementation of mobile apps. |
| 17 / M1 | Analyse how the implementation and design of mobile apps is affected by the intended user, current technologies and the purpose of the app. |
| 17 / D1 | Evaluate how the effectiveness of mobile app implementation and design are affected by the intended user, current technologies and the purpose of the app. |
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| Sources of information to support you with this Assignment | Apple Human Interface Guidelines - Design - Apple Developer or Android may help to explain your points Design for Android Android Developers | | |
| Other assessment materials attached to this Assignment Brief | *e.g. work sheets, risk assessments, case study* | | |
| **FOR L1/2 FIRSTS ONLY:** If you have not achieved the Level 2 criteria, your work will be assessed to determine if the following Level 1 criteria have been met. | | | |
| To achieve the criteria, you must show that you are able to: | | Unit | Criterion reference |
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