BTEC Assignment Brief

|  |  |
| --- | --- |
| 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 | 2023-24 - Assignment 1 - Investigate mobile apps and mobile devices  |
| Assessor | Enter Name of Assessor |
| Hand out date | Feb 19, 2024 |
| Hand in deadline  | Mar 08, 2024 |
|  |
| Vocational Scenario or Context | You are the CTO (chief technology officer) of an app developing company, City College Apps. It is your task to create a presentation about your new app for the hair salon. To do this you will also need to compare your app to 2 other apps on both Android and IOS in the same category explaining how they are designed and what features you will would like to take from them that you think worked well.

You need to then show and explain your app design, justify and explain the features you designed saying how they meet the users requirements and take influence from other apps.

In the next assignment you will need to create this app as a prototype for them to test and use.  |
|  |
| 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 TECHNOLOGIES, CONTEXT and FEATURES...

You need to describe what context the booking app will come in and briefly mention other contexts e.g. health, entertainment etc.

Then you need to choose 2 or 3 app similar apps on different platforms and describe how they work and how they have been designed and what technologies they implement such as Navigation, database connectivity, in-app payments etc.

Then say what is the difference between native, web and hybrid apps, describe what each of these are and what category the apps you have chosen are in and what would suit your own booking app. You could describe what are the positive and negatives of developing a hybridwebnative app e.g. hybrid apps keeps costs down, but native has higher quality.

For example when it comes to describing technologies an example you could use is how one of your booking apps you are comparing it to 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.

DESIGN
When it comes to breaking down the design you could described 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

Also, take a look at the apple Human Interface Guidelines and Android Material Design. These describe in detail features apps should consider when designing them.

Show atleast 3 screens (login, booking screen and confirmation screen minimum) for the mobile app and try and highlight how your app design meets the guidelines and has taken influence from the other apps.  |
| 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. |
|  |  |

|  |  |
| --- | --- |
| 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 |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |