

Mobile Applications (BCS) (B-UCLL-MBI51J)

6 ECTS  English  First term  Cannot be taken as part of an examination contract

 Van Peborgh Stijn (coordinator) | Van Peborgh Stijn

POC PBA Toegepaste informatica (Leuven)

Aims

DLR 3: The Professional Computer Sciences Bachelor graduate designs, builds, documents and tests qualitative IT solutions.

- The student is familiar with various technologies available for mobile application development.
- The student can develop a mobile application taking the specific context of a mobile application into account.
- The student can analyse requirements and expectations for a mobile application and translate them into features and functionality.
- The student can acknowledge requirements and expectations considering usability and accessibility to be met in a mobile application.

DLR 8: The Professional Computer Sciences Bachelor graduate can take a project-based approach to an assignment and do so independently or as part of a multi-disciplinary and/or multicultural team.

- The student can analyse a problem and propose a solution as a desingproposal for a mobile application.
- The student can define the projectscope for the development of a mobile application, keeping the estimated implementation time against available time into consideration.
- The student can adapt the project based on feedback, progressing insights as well planning and technical issues in order to realise the mobile application
- The student can defend choices made and actions taken in both design as well as developmentstages.

Identical courses

This course is identical to the following courses:

MBI24H : Mobile Applications

Is included in these courses of study

Courses for Exchange Students - Technology_(Leuven).

PBA Applied Computer Science_(Leuven). 180 ects. 

Activities

6 ects. **Mobile Applications (BCS) (B-UCLL-MBI51j)**



6 ECTS  English **Format: Bachelor's paper**  First term

 Van Peborgh Stijn

POC PBA Toegepaste informatica (Leuven)

Content

In this OPO you will:

- Explore the landscape of mobiele application development.
- Learn basic concepts and techniques for mobile application development.
- Describe the need, goal, design, features and scope for a mobile application in a project proposal.
- Implement received feedback into the design and realisation of a mobile application.
- Develop a mobile application in a technology of your choice.
- Work systematically and coordinate within your team to develop a mobile application.
- Demonstrate the developed mobile application.
- Verbally defend choices made and actions taken during design- and developmentstages.
- Document the proces of designing and developing a mobile application.
- Compare design with realisation and formulate improvements towards future development in a personal reflection.

Mobile application development topics that will be covered:

- User Interface Development
- Use of device specific hardware and sensors
- Mobile usability and accessibility
- Permissions
- Debugging of a remote application

Evaluation

Mobile Applications (BCS) (B-UCLL-M83842)

Type : Partial or continuous assessment with (final) exam during the examination period

Description of evaluation : Oral, Project/Product, Report, Presentation

Explanation

Assessment	Grading scale
TOTAL	1-20/20 scale

Points achievable : 20

- 6 points on assignments
- 14 points on oral exam

Further elaboration on the evaluation of the course will be shared on the Toledo platform of this course under section "Over de evaluatie / About the evaluation"

Information about retaking exams

Points achievable : 20

- 4 points on assignments (recalculated based on 1st exam opportunity)
- 16 points on oral exam

Further elaboration on the evaluation of the course will be shared on the Toledo platform of this course under section "Over de evaluatie / About the evaluation"

① Required in stage

📅 This year

👤 Taught by

① Optional in stage

📅 Next year

🗣️ Language of instruction

📅 First term

📅 Alternating years

🕒 Duration

📅 Second term

📍 External

🕒 Both terms

📚 Prerequisites