MODULE **DESCRIPTOR**

MODULE TITLE	APPLICATION DESIGN & DELIVERY		
MODULE CODE	TE2800	CREDIT VALUE	60 CREDITS / 30 ECTS
CAMPUS	UCLAN CYPRUS		
SCHOOL	SCHOOL OF SCIENCE		

MODULE **AIMS**

This module aims
- To provide students with a range of opportunities to develop industry-level skills in web/mobile application design and delivery.
- To foster a professional approach to software development characterised by a recognition of human factors and commercial imperatives.
- To encourage experimentation and creativity in the development of innovative practical solutions.

MODULE **CONTENT**

Students will learn how modern responsive web and mobile applications work and how to apply industry standard tools and techniques to build them across the various delivery platforms.

The production process will be considered from a developer's viewpoint, including; client brief, project scope, user experience methods, requirements specification, choice of technology, data security, prototyping, iterative development, sustainability planning, deployment and maintenance.

Students will be encouraged to develop ideas for innovative/experimental applications and build mock-ups of these using quick prototyping and visualising techniques with a focus on the User Experience.

Students will develop attitudes and behaviours that define a professional approach, including; openness to criticism and review, ongoing acquisition of subject knowledge, informed decision making and effective communication.

INTENDED **LEARNING OUTCOMES**

On successful completion of this module a student will be able to:	
1.	Conceive, plan, model and build effective cross platform applications.
2.	Recognise and solve problems in interface design and in program code.
3.	Investigate different methods and techniques, identifying the most suitable for a given brief.
4.	Discuss a range of methods and techniques, describing their relative merits and outlining typical scenarios for their use taking into account the user experience

TEACHING **METHODS**

This module challenges students to acquire and apply techniques for application design and development within a supportive learning environment. Teaching materials will identify exemplar approaches to solving common design/delivery problems and students will be provided with a range of typical solutions. Initial coursework tasks will be designed so that students can extend and improve the solutions provided or develop their own approach.

Formative coursework briefs will be designed to allow students to show how their learning is equipping them with a flexible set of skills in the topic area as well as the knowledge and ability to maintain those skills. A time-constrained coursework brief will require students to work in small groups applying a specific project management methodology. A final summative coursework brief will offer students a choice of technology/approach providing them with an opportunity to focus on an area in which they wish to become most proficient.

ASSESSMENT **METHODS**

This module is assessed through an assignment and a presentation.