CT70A9120 Software Development Skills: Mobile

The official course information can be found at LUT SISU: https://sis-lut.funi-data.fi/student/courseunit/otm-e3e276f4-f2e3-4e6e-bec2-cb731c29a580/brochure

Teacher in Charge: University lecturer, D.Sc. (Tech.) Erno Vanhala

Year: BSc (Tech.) 2

Course Schedule:

You can register for this course anytime and start doing this course as soon as the registration process is completed and you get a notification that you have been added to the course at LUT Moodle. Once you start working on the course, you can complete the course on your own pace during a 60 day period.

Assessment scale and assessment methods: Pass/Fail, Learning Diary 40%, Final project 60%

Aims:

1. Develop practical skills for software development
2. Learn the best practices and approaches of software development
3. Develop the skilled expected in industry to work as a software developer.

Contents:

This course aims give students a chance to create unique projects with a hands-on approach. The course guides students to find their interest in software engineering skills and to help each student find their desired path in software developing in the future. There are also several other Software Development Skill courses available on different topics.

The goal in this course is to make an Android app with Android Studio. The app should have basic functionality with buttons and views. This course aims to teach the basics of mobile development.

Teaching Methods: Self-study: Reading 14 h, practice work 20h, Project assignment 44 h, Totally 78 h.

Student must do the following to pass the course:

- Go through the given materials (series of videos) and provide a reflection in learning diary.
- Make a self-reflecting learning diary. (What you did learn and do, what problems did you face and how did you overcome them.)
- Create a similar project to the one that you've been provided with in the learning materials.
- Post everything in a Git repository and present the course work.
- Give feedback on the course (mandatory)

Prerequisites: To participate in this course you need to know how to program, and you should also have taken a course on user interfaces, e.g. LUT course CT30A2803 User Interfaces and Usability.

Teaching Language: English

Study materials: Available online in Moodle