

IT: App Development

This summer work will introduce you to key concepts from the foundation units (F160 and F161) and provide introduction to UX/UI design principles (F162). You will research different types of applications and their development approaches, then create your own basic app design concept with wireframes.

Estimated Time: 3-5 hours total

- **Task 1** (Research): 1.5-2 hours
- **Task 2** (Design): 2-3 hours

Task 1: Application Type Research (1.5-2 hours)

Research and analyse TWO different applications from the categories below. You must choose applications from different categories.

Categories to choose from:

- Communication (e.g., WhatsApp, Slack, Discord)
- Educational (e.g., Duolingo, Khan Academy, Kahoot!)
- Entertainment (e.g., Netflix, Spotify, YouTube)
- Productivity (e.g., Microsoft Office, Notion, Google Drive)
- Games (e.g., Minecraft, Fortnite, Among Us)

For each application, research and document:

Research Area	What to Include
Basic Information	Name, category, brief description
Operating Systems	List platforms it runs on (Windows, macOS, iOS, Android, Web, etc.)
Key Features	List 4-5 main features that define the application
Classification	Identify as Off-the-Shelf, Custom Off-the-Shelf, or Bespoke and explain why

Development Model	Suggest which software development model was likely used (Waterfall, Agile, etc.) and give reasons
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Task 2: Basic UX/UI Design (2-3 hours)

Design a simple mobile application concept based on one of the application categories you researched. This should be an original idea, not a copy of an existing application.

Task 2A: Create a User Persona

Design a fictional user for your application. Include:

- **Basic Information:** Age and occupation/student
- **Technical Experience:** Beginner, intermediate, or advanced user
- **Needs:** What does this person need the application to do? (3-4 specific needs)
- **Context:** When and where would they use this application?

Task 2B: Design Main Screen Wireframe

Create wireframe sketches for **THREE key screens** of your application:

- **Main/Home Screen:** The first screen users see when they open your app
- **Primary Feature Screen:** The main functionality screen (e.g., search results, main game area, content viewer)
- **Settings/Profile Screen:** Where users can adjust preferences or view their profile

You can:

- Draw by hand and photograph/scan it
- Use a simple digital tool (Microsoft PowerPoint, Microsoft Word, or similar)

Task 2C: Annotate Your Design

Add annotations explaining how your design addresses:

- **Navigation:** How users move around the application
- **Visual Hierarchy:** How you've organised information by importance
- **User Interaction:** What users can tap, swipe, or interact with
- **Accessibility:** How the design considers users with different abilities

Your work will be evaluated on:

- **Research Quality:** Depth and accuracy of application analysis
- **Understanding:** Correct use of technical terminology
- **Design Thinking:** Logical connection between user needs and design decisions
- **Presentation:** Clear, organised documentation

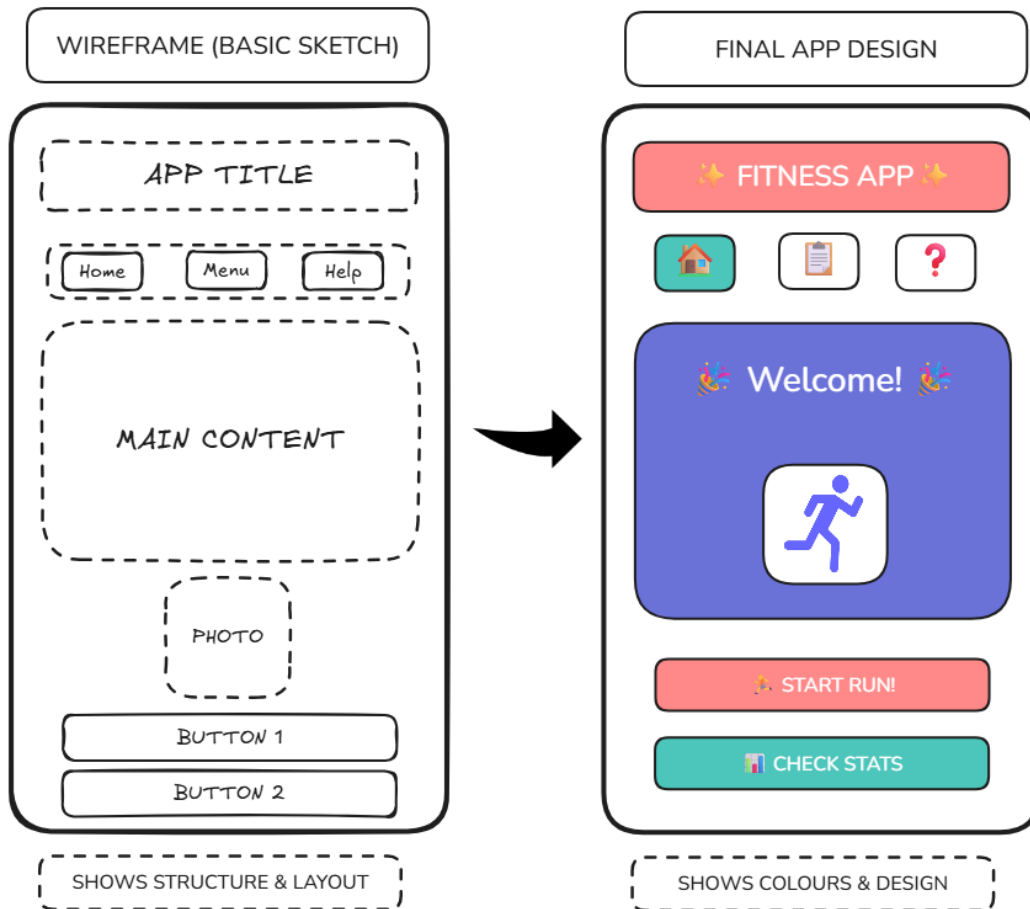
Research & Submission Guidelines

- Submit as a single document (Word, PDF, or similar)
- Include your name and the date
- Ensure wireframes are clearly visible if hand-drawn
- List any sources used at the end of each section
- Consider how frequently the app receives updates (indicates development approach)
- Use official websites, help documentation, and app stores for reliable information
- Aim for **3-5 pages** total including wireframes

Support Links

1. Task 1 - <https://www.csnewbs.com/f160-1-3-1-application-types>
2. Task 2A - <https://www.uxdesigninstitute.com/blog/what-are-ux-personas/>
3. Task 2B - <https://www.bbc.co.uk/bitesize/guides/zv8mbdm/revision/2> & <https://www.bbc.co.uk/bitesize/guides/zv8mbdm/revision/3>
4. Further Information about the course: <https://youtu.be/5sqivMnwOv0>

Example of a Wireframe for Task 2B and Task 2C



KEY POINTS ABOUT WIREFRAMING

- SIMPLE: NO FANCY COLOURS OR DETAILED PICTURES
- QUICK: FAST TO DRAW AND EASY TO CHANGE
- CLEAR: SHOWS WHERE EVERYTHING GOES
- USEFUL: PLAN YOUR APP BEFORE MAKING IT DETAILED