

CSC202 Mobile App Project

School: School of Science, Technology and Engineering

2026 | Trimester 2

UniSC Sunshine Coast
UniSC Moreton Bay
UniSC Adelaide

**BLENDED
LEARNING**

Most of your course is on campus but you may be able to do some components of this course online.

Online

ONLINE

You can do this course without coming onto campus, unless your program has specified a mandatory onsite requirement.

Please go to unisc.edu.au for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1. Description

There are more mobile devices on the planet than people. Mobile app development helps to unleash the full power of mobile devices, and push their usage into every corner of modern society. This course will introduce you to important concepts and aspects in mobile application development on Android phones, including User Interface (UI) design, data persistence, multimedia support, sensor management, multithreading, debug and test, and application publishing. Although the course is centred on Android, general principles of mobile app development discussed can also be applied to other contexts.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Learning materials – Pre-recorded concept videos and associated activity	2hrs	Week 1	12 times
Tutorial/Workshop 1 – On-Campus Computer workshop	2hrs	Week 1	12 times
ONLINE			
Learning materials – Pre-recorded concept videos and associated activity	2hrs	Week 1	12 times
Tutorial/Workshop 1 – Online workshop	2hrs	Week 1	12 times

1.3. Course Topics

- Activity and Fragment
- RecyclerView
- Dialogues and Toolbar
- Storage and Database
- Intents
- Locations and Maps
- Multiple Threading
- Services, Broadcasts, and Notifications

2. What level is this course?

200 Level (Developing)

Building on and expanding the scope of introductory knowledge and skills, developing breadth or depth and applying knowledge and skills in a new context. May require pre-requisites where discipline specific introductory knowledge or skills is necessary. Normally, undertaken in the second or third full-time year of an undergraduate programs.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES		GRADUATE QUALITIES
On successful completion of this course, you should be able to...		Completing these tasks successfully will contribute to you becoming...
1	Demonstrate knowledge of mobile app concepts and practice.	Knowledgeable
2	Select, develop and adapt programming constructs (built to coding and documentation standards) to create or correct Android mobile apps that solve mobile app problems.	Creative and critical thinker Empowered
3	Develop the UI and databases for mobile apps regarding a given case description	Creative and critical thinker Empowered
4	Describe and evaluate ethical, privacy, security and safety concerns in a mobile app context.	Ethical Sustainability-focussed
5	Communicate mobile apps through writing effective reports, design documentation and specifications.	Engaged

5. Am I eligible to enrol in this course?

Refer to the [UniSC Glossary of terms](#) for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1. Pre-requisites

ICT221

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

ICT311

5.4. Specific assumed prior knowledge and skills (where applicable)

Not applicable

5.5. Microcredential Information

Not applicable

6. How am I going to be assessed?

6.1. Grading Scale

Standard Grading (GRD)

High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL).

6.2. Details of early feedback on progress

Students will complete individual weekly workshop activities under the guidance of the workshop facilitator, providing opportunity for rapid formative feedback throughout the trimester.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Artefact - Technical and Scientific	Individual	10%	1 mobile app	Week 5	In Class
All	2	Examination - not Centrally Scheduled	Individual	40%	90 minutes	Week 10	Online Assignment Submission with plagiarism check
All	3	Artefact - Technical and Scientific, and Written Piece	Individual	50%	1000 words plus Code	Week 12	Online Assignment Submission with plagiarism check

All - Assessment Task 1: Mobile App Activities

GOAL:	Develop your ability to design, develop, and debug Android mobile apps.		
PRODUCT:	Artefact - Technical and Scientific		
AUTHORSHIP STATEMENT:			
FORMAT:	Demonstrate your app during workshops.		
CRITERIA:	No.		Learning Outcome assessed
	1	Demonstration of mobile application concepts	1
	2	Selection and/or development of appropriate programming constructs to create or correct Android mobile applications	2
	3	Programming and documentation style	2
GENERIC SKILLS:	Problem solving, Applying technologies		

All - Assessment Task 2: Skills demonstration

GOAL:	Develop your ability to independently apply your skills and knowledge to solve familiar problem-based questions with confidence within a set time limit, just as you might do on a client site in your future career.		
PRODUCT:	Examination - not Centrally Scheduled		
AUTHORSHIP STATEMENT:			
FORMAT:	Practical examination composed of a small set of Android programming and documentation problems that the student must complete. Material based on tutorial activities and learning material questions.		
CRITERIA:	No.		Learning Outcome assessed
	1	Demonstration of fundamental mobile app concepts	1
	2	Selection and evaluation of appropriate programming constructs to create Android mobile apps	2
GENERIC SKILLS:	Applying technologies, Information literacy		

All - Assessment Task 3: Mobile app development

GOAL:	This task will provide real-world experience developing an Android mobile app for an industry case study.		
PRODUCT:	Artefact - Technical and Scientific, and Written Piece		
AUTHORSHIP STATEMENT:			
FORMAT:	You will be given a case study and will develop a mobile app to support the case study's functionality needs. You also need to prepare a technical report to document the design, implementation, and testing.		
CRITERIA:	No.		Learning Outcome assessed
	1	Development of the app to support all required functionalities.	2
	2	Written communication: report, programming documentation and style	5
	3	Evaluation and solutions for societal impact and ethical considerations.	4
	4	Appropriate design of UI and databases for the app	3
GENERIC SKILLS:	Communication, Problem solving, Applying technologies		

7. Directed study hours

A 12-unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Student workload is calculated at 12.5 learning hours per one unit.

8. What resources do I need to undertake this course?

Please note: Course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Canvas site– Please log in as soon as possible.

8.1. Prescribed text(s) or course reader

You need regular access to the resource(s) below. Many texts are available as ebooks through the [Library](#) at no additional cost.

REQUIRED?	AUTHOR	YEAR	TITLE	EDITION	PUBLISHER
Required	Bryan Sills, Brian Gardner, Kristin Marsicano, Chris Stewart	2022	Android Programming: Big Nerd Ranch Guides	5th Edition	Addison-Wesley Professional

8.2. Specific requirements

Not applicable

9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low. It is your responsibility to review course material, search online, discuss with lecturers and peers and understand the health and safety risks associated with your specific course of study and to familiarise yourself with the University's general health and safety principles by reviewing the [online induction training for students](#), and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1. Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Canvas, are electronically checked through Turnitin. This software allows for text comparisons to be made between your submitted assessment item and all other work to which Turnitin has access.

10.2. Assessment: Additional Requirements

Eligibility for Supplementary Assessment

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:

- (a) The final mark is in the percentage range 47% to 49.4%; and
- (b) The course is graded using the Standard Grading scale

10.3. Assessment: Submission penalties

Late submissions may be penalised up to and including the following maximum percentage of the assessment task's identified value, with weekdays and weekends included in the calculation of days late:

- (a) One day: deduct 5%;
- (b) Two days: deduct 10%;
- (c) Three days: deduct 20%;
- (d) Four days: deduct 40%;
- (e) Five days: deduct 60%;
- (f) Six days: deduct 80%;
- (g) Seven days: A result of zero is awarded for the assessment task.

The following penalties will apply for a late submission for an online examination:

Less than 15 minutes: No penalty

From 15 minutes to 30 minutes: 20% penalty

More than 30 minutes: 100% penalty

10.4. Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Central Examinations
- Deferred Examinations
- Student Conduct
- Students with a Disability

For more information, visit <https://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching>

10.5. Student Charter

UniSC is committed to excellence in teaching, research and engagement in an environment that is inclusive, inspiring, safe and respectful. The [Student Charter](#) sets out what students can expect from the University, and what in turn is expected of students, to achieve these outcomes.

10.6. General Enquiries

For course-specific questions, contact your teaching staff or Course Coordinator.

For other enquiries or to access support, please contact Student Central:

- [UniSC Student Central](#)
- [UniSC Adelaide Student Central](#)