

MODULE DESCRIPTION FORM

نموذج وصف المادة الدراسية

Module Information			
معلومات المادة الدراسية			
Module Title	Mobile Application		Module Delivery
Module Type	Core		<input checked="" type="checkbox"/> Theory <input checked="" type="checkbox"/> Lecture <input checked="" type="checkbox"/> Lab <input type="checkbox"/> Tutorial <input type="checkbox"/> Practical <input type="checkbox"/> Seminar
Module Code	IMS322		
ECTS Credits	5		
SWL (hr/sem)	125		
Module Level	3	Semester of Delivery	6
Administering Department	IMS	College	BMIC
Module Leader	Usama Samir Mahmoud	e-mail	usama.s.mahmoud@uoitc.edu.iq
Module Leader's Acad. Title	Asst. Lecturer	Module Leader's Qualification	MSc.
Module Tutor	Name (if available)	e-mail	E-mail
Peer Reviewer Name	Safanah Zaid Ahmed Dalya Samer Al-Delaimy	e-mail	Safanah.bayati-bic@uoitc.edu.iq daliadelaimy86@uoitc.edu.iq
Scientific Committee Approval Date	10/06/2023	Version Number	1.0

Relation with other Modules			
العلاقة مع المواد الدراسية الأخرى			
Prerequisite module	IMS312	Semester	5
Co-requisites module	None	Semester	

Module Aims, Learning Outcomes and Indicative Contents أهداف المادة الدراسية ونتائج التعلم والمحتويات الإرشادية	
Module Aims أهداف المادة الدراسية	<ol style="list-style-type: none"> 1. The student should be able to understand and deal with Mobile Application, flutter, Android, iOS. 2. The student should be able to build Applications. 3. The student should be able to build an Android application. 4. The student should be able to build iOS applications.
Module Learning Outcomes مخرجات التعلم للمادة الدراسية	<ol style="list-style-type: none"> 1. An ability to effectively integrate IT-based solutions into Mobile environment. 2. Building front-end interfaces 3. Building a mobile application in Flutter Framework 4. Publishing mobile-application on the world wild web.
Indicative Contents المحتويات الإرشادية	<ul style="list-style-type: none"> ● Mobile Development Lifecycle ● DevOps and Enterprise Mobile Development Lifecycle <ul style="list-style-type: none"> ○ Design: Turning Your Primary User Story into a Basic UI ○ Design: UI Mock-ups and Rapid Prototyping ○ Integrate: Enterprise Services and Data ○ Quality Assurance and Testing ○ Agile Planning ○ Application Versions, Updates ● Mobile Application Development <ul style="list-style-type: none"> ○ Mobile Device Components ○ Public Network Components ○ Provider Cloud Service Components ● Flutter ● Layouts in Flutter

Learning and Teaching Strategies استراتيجيات التعلم والتعليم	
Strategies	<p>The main strategy that will be adopted in delivering this module is to encourage students' participation in the exercises, while at the same time refining and expanding their critical thinking skills. This will be achieved through classes, interactive tutorials</p>

	and by considering type of simple experiments involving some sampling activities that are interesting to the students.
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Student Workload (SWL) الحمل الدراسي للطالب			
Structured SWL (h/sem) الحمل الدراسي المنتظم للطالب خلال الفصل	64	Structured SWL (h/w) الحمل الدراسي المنتظم للطالب أسبوعيا	4.2
Unstructured SWL (h/sem) الحمل الدراسي غير المنتظم للطالب خلال الفصل	61	Unstructured SWL (h/w) الحمل الدراسي غير المنتظم للطالب أسبوعيا	4.0
Total SWL (h/sem) الحمل الدراسي الكلي للطالب خلال الفصل	125		

Module Evaluation تقييم المادة الدراسية					
		Time/Number	Weight (Marks)	Week Due	Relevant Learning Outcome
Formative assessment	Quizzes	2	10% (10)	5, 10	LO #1, 2, 10 and 11
	Assignments	2	10% (10)	2, 12	LO # 3, 4, 6 and 7
	Projects / Lab.	1	10% (10)	Continuous	
	Report	1	10% (10)	13	LO # 5, 8 and 10
Summative assessment	Midterm Exam	2 hr	10% (10)	7	LO # 1-7
	Final Exam	2hr	50% (50)	16	All
Total assessment			100% (100 Marks)		

Delivery Plan (Weekly Syllabus) المنهاج الاسبوعي النظري	
	Material Covered
Week 1	Introduction - Why Businesses Are Adopting Mobile Applications
Week 2	Introduction - The methodology that drives business process innovation
Week 3	Unique Challenges for Development of Applications
Week 4	Mobile Development Lifecycle Overview
Week 5	DevOps and Enterprise Mobile Development Lifecycle Overview Sprint 1
Week 6	DevOps and Enterprise Mobile Development Lifecycle Overview Sprint 2, Sprint 3

Week 7	Mid-term Exam
Week 8	DevOps and Enterprise Mobile Development Lifecycle Overview Sprint 4, Sprint 5
Week 9	Scope of Design in Mobile App Development
Week 10	Overarching Design Principles and Guidelines
Week 11	Mobile Application Development
Week 12	Mobile App Architectural Components
Week 13	Flutter
Week 14	Layouts in Flutter
Week 15	mobile-application, presentations
Week 16	Preparatory week before the final Exam

Delivery Plan (Weekly Lab. Syllabus) المنهاج الاسبوعي للمختبر	
	Material Covered
Week 1-2	Dart – variables, mathematical operations
Week 3-4	Dart – loops, conditions
Week 5-6	Dart – function, classes
Week 7-8	Flutter – installation, libraries
Week 9-10	Flutter – environment, first app
Week 11-12	Flutter flow platform
Week 13-14	Flutter flow building mobile application in android, iOS

Learning and Teaching Resources مصادر التعلم والتدريس		
	Text	Available in the Library?
Required Texts	Enterprise Class Mobile Application Development A Complete Lifecycle Approach for Producing Mobile Apps 2016, Dart fundamentals	Yes
Recommended Texts		No
Websites	https://flutter.dev/	

Grading Scheme

مخطط الدرجات

Group	Grade	التقدير	Marks (%)	Definition
Success Group (50 - 100)	A - Excellent	امتياز	90 - 100	Outstanding Performance
	B - Very Good	جيد جدا	80 - 89	Above average with some errors
	C - Good	جيد	70 - 79	Sound work with notable errors
	D - Satisfactory	متوسط	60 - 69	Fair but with major shortcomings
	E - Sufficient	مقبول	50 - 59	Work meets minimum criteria
Fail Group (0 – 49)	FX – Fail	راسب (قيد المعالجة)	(45-49)	More work required but credit awarded
	F – Fail	راسب	(0-44)	Considerable amount of work required

Note: Marks Decimal places above or below 0.5 will be rounded to the higher or lower full mark (for example a mark of 54.5 will be rounded to 55, whereas a mark of 54.4 will be rounded to 54. The University has a policy NOT to condone "near-pass fails" so the only adjustment to marks awarded by the original marker(s) will be the automatic rounding outlined above.