

# Mobile and Web Development

# **Module Information**

2022.01, Approved

# **Summary Information**

Module Code	5530CSMM
Formal Module Title	Mobile and Web Development
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
Grading Schema	40

#### Teaching Responsibility

LJMU Schools involved in Delivery	
LJMU Partner Taught	

#### Partner Teaching Institution

Institution Name	
Auston College Myanmar, Yangon, Myanmar	

# **Learning Methods**

Learning Method Type	Hours
Lecture	11
Practical	33

### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
APR-PAR	PAR	April	12 Weeks
JAN-PAR	PAR	January	12 Weeks

SEP-PAR	PAR	September	12 Weeks
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### **Aims and Outcomes**

Aims	To provide knowledge of various mobile and web platforms and architectures and gain experience in designing and developing mobile and web applications.

#### After completing the module the student should be able to:

#### Learning Outcomes

Code	Number	Description
MLO1	1	Critically review mobile-first web application architecture
MLO2	2	Apply enterprise-scale application design methodologies
MLO3	3	Consider frameworks for the design and development of web applications
MLO4	4	Construct data-driven applications for mobile platforms

## **Module Content**

Outline Syllabus	Desktop vs Mobile-first design Responsive design Declarative layout/control frameworks Database connectivity/SQL-driven web development Web service connectivity Thin vs Thick clients Native mobile development and cross-platform implementations Logical and Physical Architectures
Module Overview	
Additional Information	This module is intended to provide an overview of developing web applications for mobile platforms. It will illustrate the main platforms available for mobile-focused web development, drawing data from a variety of sources including other web services and databases. The module will conclude with an overview of alternative mobile development techniques; familiarising the student with the fundamentals of native focused and cross-platform frameworks-focused mobile developments.

### Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Portfolio	Report	50	0	MLO1, MLO2, MLO3
Portfolio	Artefacts	50	0	MLO3, MLO4

## **Module Contacts**

### Module Leader

Contact Name	Applies to all offerings	Offerings
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#### Partner Module Team

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