**COURSE**

# APP DEVELOPMENT UNPLUGGED

**SESSION 1**

# LAUNCH

# Session objectives

Apps for Good

## CORE

- Understand how problems can be solved using technology
- Be able to set yourself success criteria for a project

## CHALLENGE

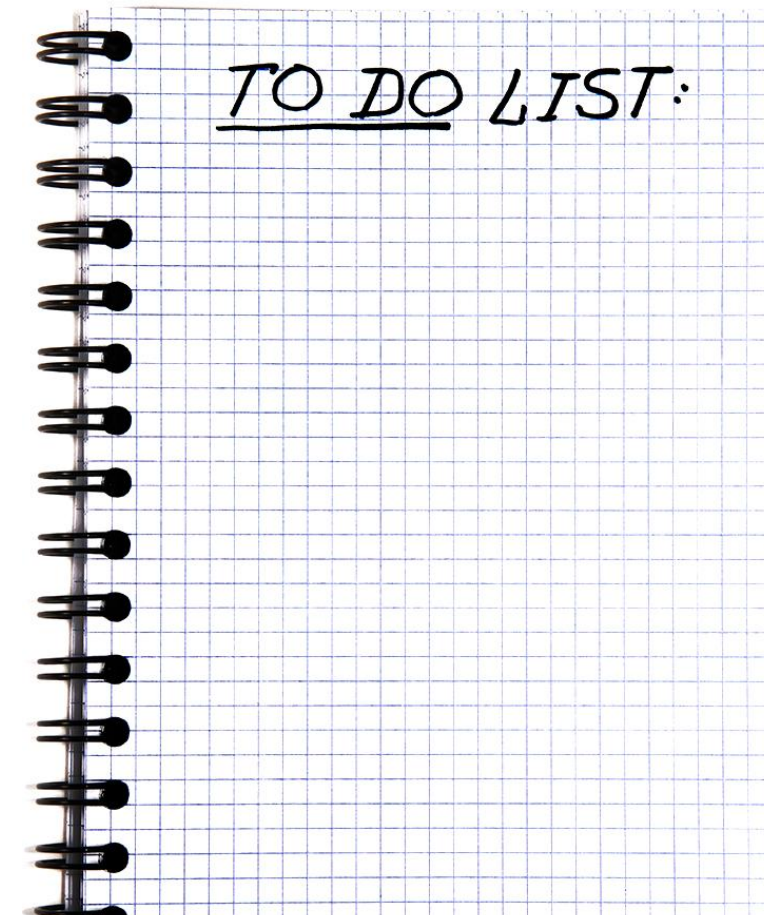- Be able to analyse existing apps and understand what problem they solve

# Session activities

1.1 – Enter project details

1.2 - Solving problems with technology

1.3 - Decide what makes a good app

1.4 – Review existing apps

TO DO LIST:

# About the course

During this course, you will:

- Work individually or in a team to complete a project
- Brainstorm a real life problem that could be solved by an app.
- Decide on an idea to take forward
- Identify the app features that would be most beneficial to potential users
- Design and prototype an app
- Promote your app idea to potential investors

# 1.1 – Enter project details

**Activity**

Before you get started it's a good idea to spend some time thinking about what you want to achieve by completing the course.

- What technical or design skills do you want to develop?
- How could you improve the way you plan your time and communicate with others?

Record these targets as success criteria for the project.

| Basic details | Success criteria |
|---|---|
| Name | Project management skills |
| Class | |
| Project start date | Technical & design skills |
| Project end date | |

Set yourself some success criteria. What would you like to achieve as a result of completing this project? e.g. improve your programming skills, improving the way you communicate with others.

**NAME**

This video (5 mins, 23s) shows how technology and coding make a big difference in our lives and to our world. What examples can you think of in the current situation where technology is helping to solve problems?

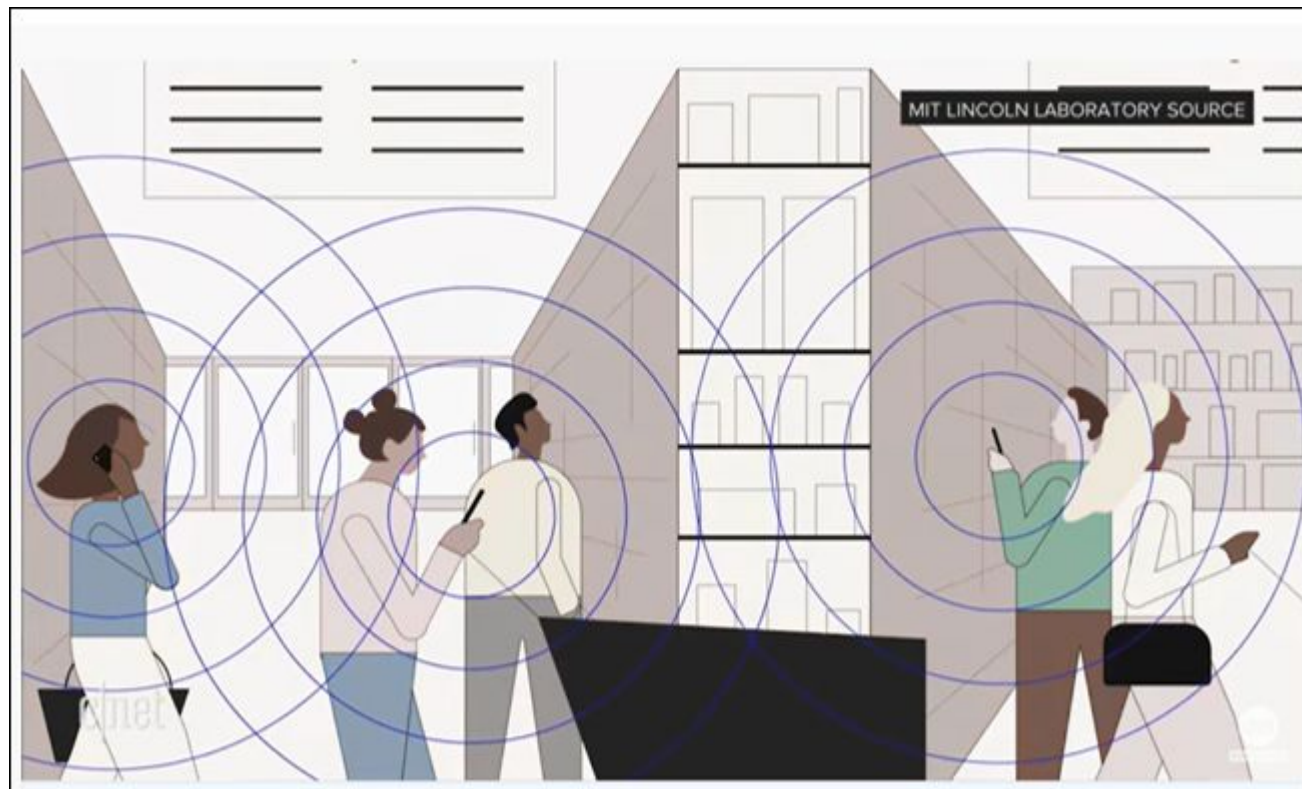# 1.2 - Solving problems with technology

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Technology has been used during the Covid pandemic to solve problems in lots of different ways e.g:

- Google classroom / Microsoft teams to set work when schools are closed
- Facetime / Zoom / Hangouts to keep in contact with family and friends
- Online shopping when people are in lockdown
- Apps to track people who have tested positive and trace their contacts

STAY **HOME**
STAY SAFE

**SAVE LIVES**

This video (6 mins, 6s) explains how Google and Apple are working together to create an app to trace contacts of people who have tested positive for Covid19,

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This video (2 mins, 28s) explains how different countries are using apps to trace the spread of Covid19 in the community and the potential issues involved. Would you use this sort of app?

**What different careers are mentioned in the first video?**

**What key skills do you think are important for careers involving coding?**

**What technology have you and your family used during the pandemic? Would you use a contact tracing app?**

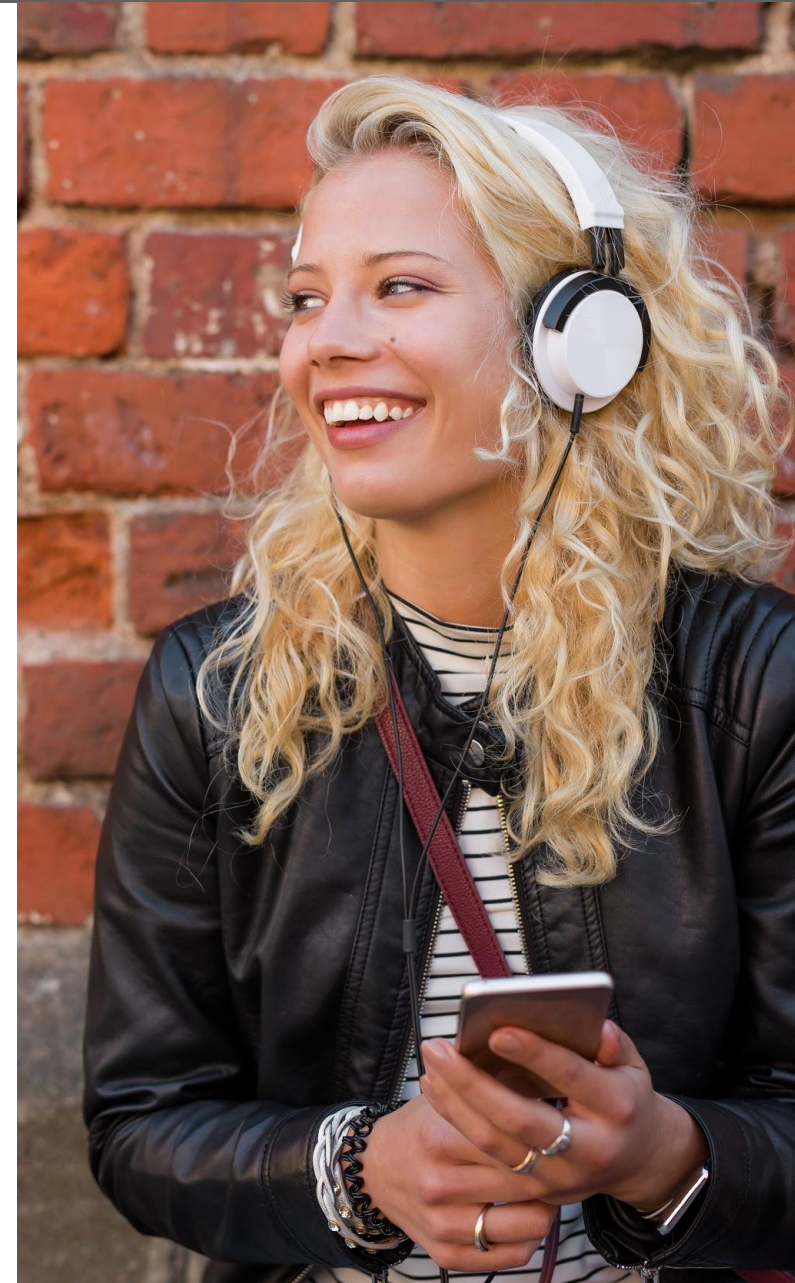Use this worksheet to make a note of your answers.

**NAME**

# What is an App?

An app is a piece of software designed to help a user perform specific tasks. In short, apps help users to get jobs done.

**An example app – Spotify**

Spotify helps its users to listen to their favourite music, without having to upload or download the music onto their phone or computer.

**Spotify**®

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## Activity

Brainstorm as many apps as you can think of. Sort the apps depending on whether you think they are good apps or bad apps

- Do the apps you think are good have anything in common?
- Do the apps you dislike have anything in common?

| Apps I like | Apps I don't like |
|---|---|
| | |

**What makes a good app?**

**What makes a bad app?**

Think about the apps you use and the ones you've tried but didn't like. What do the good apps have in common? What do the bad apps have in common?
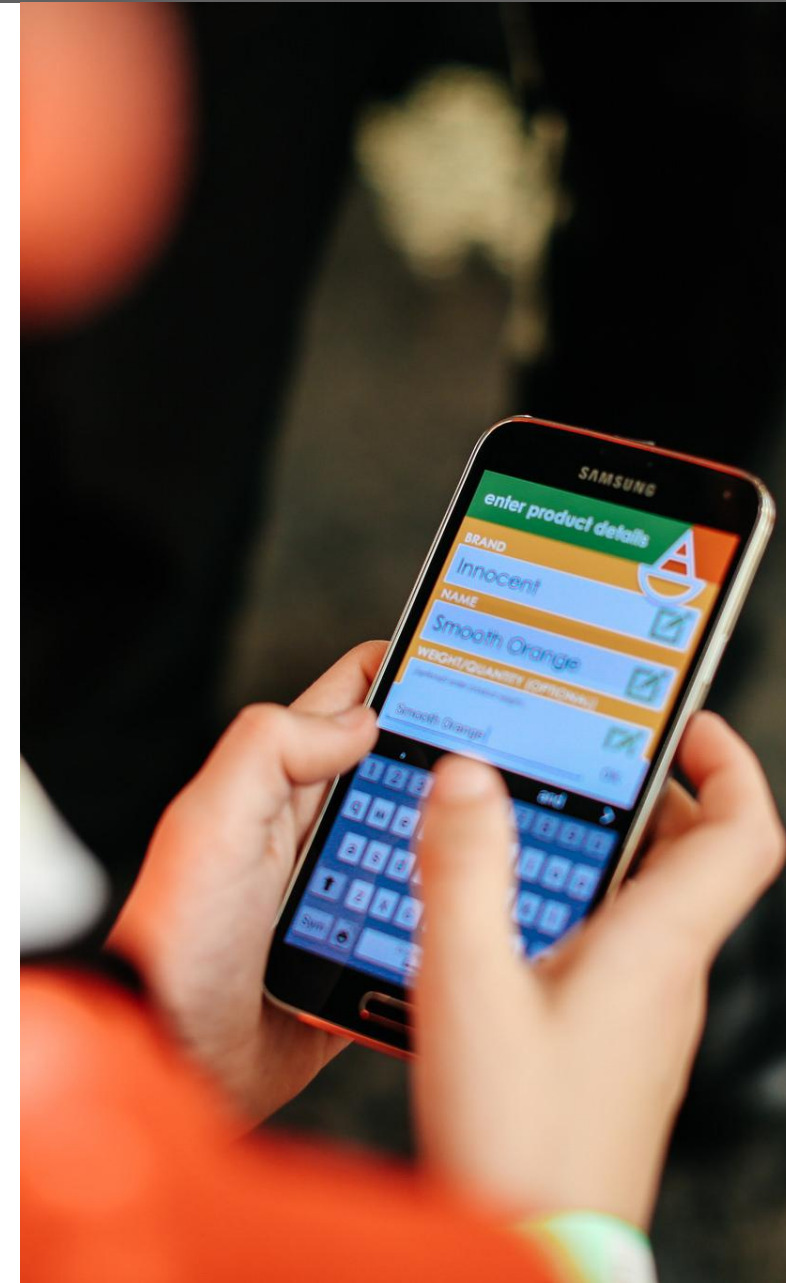
**NAME**

# 1.4 – Review existing apps

## Activity

Think about an app you have used, and think about the following:

- What does the app do?
- What problem does it solve?
- Who is this app aimed at?
- What phone features does the app use?

| Example - Shazam | Your App (name) - |
|---|---|
| **What it does**<br><br>Captures a sample of audio and identifies it by comparing with files in the app's database.<br><br>**Problem it solves**<br><br>People hear a song (e.g. in a film or TV programme) and don't know what it is or who it is by.<br><br>**Who the app is aimed at**<br><br>Young people of either gender who like music<br><br><br>**Phone features used**<br><br>Microphone<br>Touch screen<br>Connectivity / Cloud storage | **What it does**<br><br><br><br><br>**Problem it solves**<br><br><br><br><br>**Who the app is aimed at**<br><br><br><br><br><br>**Phone features used** |

To help you understand what type of problems apps can solve think about an app you have used. Make a note of what the app does, the problem the app is solving, who it's for, and the phone features it uses.

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# In this session

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## You have:

- Set yourself some success criteria for this project
- Reviewed how tech can be used to solve real life problems
- Brainstormed a list of apps that you have used
- Picked out features that make a good app
- Analysed an app to identify what problem it helps to solve

# Next session

Apps for Good

## Working in a team

Explore how teams learn to work together and how to become a better team member.

## Working Individually

Use a range of techniques to identify real life problems which could be helped by an app.

**NEXT SESSION…**

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COURSE

**APP
DEVELOPMENT
UNPLUGGED**

SESSION 2

**TEAM
BUILDING**

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# APP DEVELOPMENT UNPLUGGED

**SESSION 3**

# SPOTTING PROBLEMS

# Using these materials

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