

Honors Contract Proposal Example: Computer Info Systems

HONORS CONTRACT PROPOSAL COURSE INFORMATION

COURSE: ISM 3053, Mobile App Development

HONORS CONTRACT PROPOSAL

PROVIDE A TITLE FOR YOUR HONORS COLLEGE CONTRACT PROJECT

IOS MOBILE APP DEVELOPMENT

EXPECTED ATTRIBUTES & OUTCOMES

Increased depth, scope, and/or rigor of existing course assignment, Increased interaction between student and instructor

RESPONSIBILITIES & OPPORTUNITIES

From the course syllabus: "Developing apps can be fun and is potentially lucrative but is also quickly becoming a core skill in the information technology field. Businesses are increasingly looking to mobile apps to enhance their relationships with their customers and improve their internal processes. They need individuals skilled in developing the mobile apps that support these initiatives". The Mobile App Development class has, as a course objective, the ability for students to develop and publish an Android application. This application will be written in Java, as that is one of the standard languages available for this platform (Kotlin being the other). The student will then have the additional responsibility of learning a new programming language, Swift. This language is utilized to develop iOS, macOS, and watchOS applications that can run on iPhones, iPads, and other devices that Apple produces. The student will then have the opportunity to learn a new development platform, that he has never utilized before. The main opportunity for the student is to challenge himself to be a well-rounded software engineer, that can take on software projects regardless of which language is being utilized. This is extremely important, as it is a major trait that companies actively look out for during their hiring process.

WHAT WILL THE STUDENT LEARN (LEARNING OUTCOMES) AS A RESULT OF THIS HONORS CONTRACT?

The student will learn a new programming language: Swift. Utilizing this newly acquired language, the student will develop an application for iOS (utilizing Swift as a language) following the MVC principle. The student will acquire the knowledge on how to publish his own application on the App Store. By developing a professional relationship with the instructor, the student will have the possibility of growing and expanding his knowledge as a software engineer. As with every successful project, time management skills will be extremely important in order to meet deliverables. Strong communication skills will be required in order to successfully solve any issue that are to arise during the development phase, as well as to thoroughly explain the context in which the application will be utilized.

NOT INCLUDING COURSE MATERIALS (SUCH AS TEXTBOOKS), WHAT ADDITIONAL RESOURCES WILL BE USED TO COMPLETE THE PROJECT?

Technical manuals and documentation related to the development of iOS applications.
XCode (IDE)

HONORS CONTRACT TIMELINE

The student and instructor will hold 3 meetings to discuss the development process of the application. These meetings are set for Monday - February 24th, Monday - March 30th, and Monday - April 20th. Additionally, the student and the instructor will hold a quick meeting after class times if any issue were to arise. The final deliverable (iOS application) will be set on Tuesday, April 28th. This date coincides with the final exam and in-class presentation of student-developed applications.

DESCRIBE THE FINAL PROJECT, WHICH SHOULD BE SEPARATE AND DISTINCT FROM THE COURSE ASSESSMENTS. THE RESULT OF A SUCCESSFUL CONTRACT SHOULD BE TANGIBLE.

The final project will be an application developed for iOS that allows the user to easily locate and store medical products.