School of Information and Physical Sciences

INFT6009: Cloud Computing and Mobile Applications for the Enterprise

Callaghan and Online
Trimester 2 - 2024

OVERVIEW

Course Description

The focus of this course is on Cloud and Mobile Applications and their use in the enterprise. It will provide the knowledge and skills required to use, design, and implement such applications and recognise their utility to an organisation.

Academic Progress Requirements

Nil

Requisites

This course replaces GEBU6020. If you have successfully completed GEBU6020 you cannot enrol in this course.

Assumed Knowledge Contact Hours

SENG6110 or equivalent.
Callaghan
Computer Lab
Face to Face On Campus
2 hour(s) per week(s) for 12 week(s) starting Week 1

Lecture
Face to Face On Campus
2 hour(s) per week(s) for 12 week(s) starting Week 1

Online
Computer Lab
Online
2 hour(s) per week(s) for 12 week(s) starting Week 1

Lecture
Online
2 hour(s) per week(s) for 12 week(s) starting Week 1

Unit Weighting

10

Workload

Students are required to spend on average 120-140 hours of effort (contact and non-contact) including assessments per 10 unit course.

CONTACTS

Course Coordinator

Callaghan
Dr Jacqueline Bailey
Jacqueline.D.Bailey@newcastle.edu.au
 (02) 491 38780
Consultation: Please see Canvas for Details

Teaching Staff

Kellie Bohlsen
Email: kellie.bohlsen@newcastle.edu.au

School Office

School of Information and Physical Sciences
SR233, Social Sciences Building
Callaghan
CESE-SIPS-Admin@newcastle.edu.au
+61 2 4921 5513
9am-5pm (Mon-Fri)

SYLLABUS

Course Content

- • Distributed systems, Web architecture
- • Mobile Technologies and Applications
- • Cloud Architectures and Technologies
- • Mobile and Cloud Application Development
- • User Interface Design

Course Learning Outcomes

On successful completion of this course, students will be able to:
1. Demonstrate capacity in cloud computing and mobile application technologies.

2. Apply this knowledge to use and/or create relevant software in mobile and cloud based business environments, including user interfaces that are aesthetic, intuitive and easy to use.

3. Develop and communicate plans and prototypes for implementation of cloud and/or mobile applications.

Course Materials

Lecture Materials:
- - Lecture slides and content made available through Canvas

Required Reading:
- - Provided on Canvas

Required Text:
- - No formal required text

Recommended Reading:
- - Weekly readings and exercises advised online through Canvas.

Multi-Media Resource:
- Online resources will be used throughout the courses. Links to used resources will always be provided in Canvas.

COMPULSORY REQUIREMENTS

In order to pass this course, each student must complete ALL of the following compulsory requirements:

Course Assessment Requirements:
- Assessment 3 - Final App Prototype: Pass requirement 40% - Must obtain 40% in this assessment item to pass the course.

ASSESSMENTS

This course has 3 assessments. Each assessment is described in more detail in the sections below.

	Assessment Name	Due Date	Involvement	Weighting	Learning Outcomes
1	Project Pitch	Slides on Canvas, Sunday 23:59 Week 3 (2nd June) Presented in the Week 4 Labs.	Individual	10%	1, 3
2	Draft App (Development Progress and Usability Testing)	Week 7, Sunday 23:59 (30th June)	Individual	40%	1, 2, 3
3	Final App Prototype*	Week 12, Sunday 23:59, (4th August)	Individual	50%	1, 2, 3

* This assessment has a compulsory requirement.

Late Submissions   The mark for an assessment item submitted after the designated time on the due date, without an approved extension of time, will be reduced by 10% of the possible maximum mark for that assessment item for each day or part day that the assessment item is late. Note: this applies equally to week and weekend days.

Assessment 1 - Project Pitch

Assessment Type   Proposal / Plan
Purpose   In this assignment, students present their vision for a project that will use the tools and techniques taught in the course.
Description   In Week 4, students will deliver a 2-3 minute "Idea Pitch" Presentation - from here students can form groups of 2-3 people if desired, these will be done live in the lab sessions.
Weighting   10%
Length   2 minutes minimum, 3 minutes maximum
Due Date   Slides on Canvas, Sunday 23:59 Week 3 (2nd June)
Presented in the Week 4 Labs.
Submission Method   Online
Assessment Criteria

Return Method   Online
Feedback Provided   Online - .
Opportunity to Reattempt   Students WILL NOT be given the opportunity to reattempt this assessment.

Assessment 2 - Draft App (Development Progress and Usability Testing)

Assessment Type	Presentation
Purpose	In this assignment, students present an update on their vision for a project that will use the tools and techniques taught in the course.
Description	Students will submit a pre-recorded presentation of the progress made so far - this must include code that the students have written and their slides.
Weighting	40%
Length	5 minutes minimum, 10minutes maximum
Due Date	Week 7, Sunday 23:59 (30th June)
Submission Method	Online
Assessment Criteria	
Return Method	Online
Feedback Provided	Online - .
Opportunity to Reattempt	Students WILL NOT be given the opportunity to reattempt this assessment.

Assessment 3 - Final App Prototype

Assessment Type	Project
Purpose	In this assignment students design, document, and build a project using the tools and techniques taught in the course.
Description	Students will present their prototype app (their code files) and a short report on the app they have developed in this course.
Weighting	50%
Compulsory Requirements	Pass requirement 40% - Must obtain 40% in this assessment item to pass the course..
Length	N/A
Due Date	Week 12, Sunday 23:59, (4th August)
Submission Method	Online
Assessment Criteria	
Return Method	Online
Feedback Provided	Online - .
Opportunity to Reattempt	Students WILL be given the opportunity to reattempt this assessment.

ADDITIONAL INFORMATION

Grading Scheme

This course is graded as follows:

Range of Marks	Grade	Description
85-100	High Distinction (HD)	Outstanding standard indicating comprehensive knowledge and understanding of the relevant materials; demonstration of an outstanding level of academic achievement; mastery of skills*; and achievement of all assessment objectives.
75-84	Distinction (D)	Excellent standard indicating a very high level of knowledge and understanding of the relevant materials; demonstration of a very high level of academic ability; sound development of skills*; and achievement of all assessment objectives.
65-74	Credit (C)	Good standard indicating a high level of knowledge and understanding of the relevant materials; demonstration of a high level of academic achievement; reasonable development of skills*; and achievement of all learning outcomes.
50-64	Pass (P)	Satisfactory standard indicating an adequate knowledge and understanding of the relevant materials; demonstration of an

		adequate level of academic achievement; satisfactory development of skills*; and achievement of all learning outcomes.
0-49	Fail (FF)	Failure to satisfactorily achieve learning outcomes. If all compulsory course components are not completed the mark will be zero. A fail grade may also be awarded following disciplinary action.

*Skills are those identified for the purposes of assessment task(s).

Communication Methods

Communication methods used in this course include:
- Email: Students will receive communications via their student email account.
- Canvas Course Site: Students will receive communications via the posting of content or announcements on the Canvas course site.
- Face to Face: Communication will be provided via face to face meetings or supervision.

Course Evaluation

Each year feedback is sought from students and other stakeholders about the courses offered in the University for the purposes of identifying areas of excellence and potential improvement.

Oral Interviews (Vivas)

As part of the evaluation process of any assessment item in this course an oral examination (viva) may be conducted. The purpose of the oral examination is to verify the authorship of the material submitted in response to the assessment task. The oral examination will be conducted in accordance with the principles set out in the Oral Examination (viva) Procedure. In cases where the oral examination reveals the assessment item may not be the student's own work the case will be dealt with under the Student Conduct Rule.

Academic Misconduct

All students are required to meet the academic integrity standards of the University. These standards reinforce the importance of integrity and honesty in an academic environment. Academic Integrity policies apply to all students of the University in all modes of study and in all locations. For the Student Academic Integrity Policy, refer to https://policies.newcastle.edu.au/document/view-current.php?id=35.

Adverse Circumstances

The University acknowledges the right of students to seek consideration for the impact of allowable adverse circumstances that may affect their performance in assessment item(s). Applications for special consideration due to adverse circumstances will be made using the online Adverse Circumstances system where:
1.   the assessment item is a major assessment item; or
2.   the assessment item is a minor assessment item and the Course Co-ordinator has specified in the Course Outline that students may apply the online Adverse Circumstances system;
3.   you are requesting a change of placement; or
4.   the course has a compulsory attendance requirement.
Before applying you must refer to the Adverse Circumstance Affecting Assessment Items Procedure available at:
https://policies.newcastle.edu.au/document/view-current.php?id=236

Important Policy Information

The Help button in the Canvas Navigation menu contains helpful information for using the Learning Management System. Students should familiarise themselves with the policies and procedures at https://www.newcastle.edu.au/current-students/respect-at-uni/policies-and-procedures that support a safe and respectful environment at the University.

Graduate Profile Statements – Information Technology (UG)

The following table illustrates how this course contributes towards building the skills students will need to work in their profession.

Level of capability
- Level 1 indicates an introduction to a topic at a university level
- Levels 2 and 3 indicate progressive reinforcement of that topic
- Level 4 indicates skills commensurate with a graduate – entry to professional practice

	University of Newcastle Bachelor of Information Technology Graduate Profile Statement	Taught	Practised	Assessed	Level of capability
1	Demonstrate a comprehensive understanding of the discipline of information technologies with an emphasis on net-centric applications, information management, and user requirements for ethical professional practice.	Y	Y	Y	3
2	Apply critical reasoning and systems thinking to understand and support the operation and constraints of contemporary enterprises and their dynamic environment.	Y	Y	Y	3
3	Work independently and collaboratively to locate, manage and organise information and resources and apply evidence-based methodologies to create, modify and maintain designs and design solutions.	Y	Y	Y	5
4	Use creativity, problem solving skills, project management skills and technical expertise to analyse, interpret, evaluate and generate solutions to complex technical and organisational problems.	Y	Y	Y	5
5	Demonstrate professional judgement and responsibility by communicating information technology principles, practices, standards to specialist and non-specialist audience clearly and persuasively.	Y	Y	Y	3