

ACTIVITY TITLE:

App Design

TECH_WEEK

WHAT'S IT ABOUT:



App stands for **A**pplication Software. An **A**pp is software that does a particular task such as reporting the weather, calculating sums or sending/receiving messages. Most apps have similar features such as menu and buttons to play media or submit a message. These on-screen features form the **user interface**. Common elements of a user interface include:

Page controls (to show the position of the current page in an app)



Slider (to control e.g. brightness or volume on a scale)



Buttons to play, fast forward or rewind



BOOT UP:

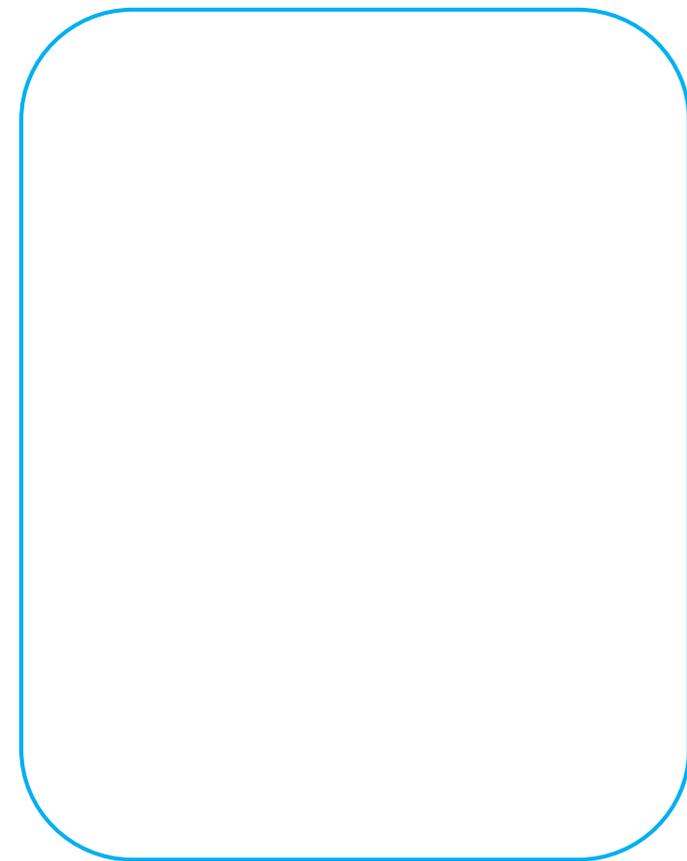
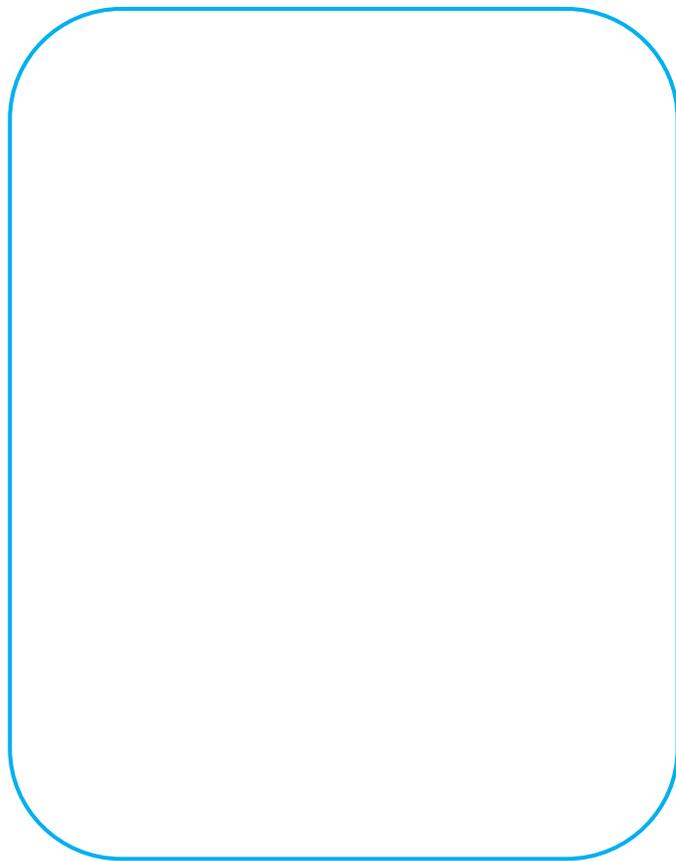
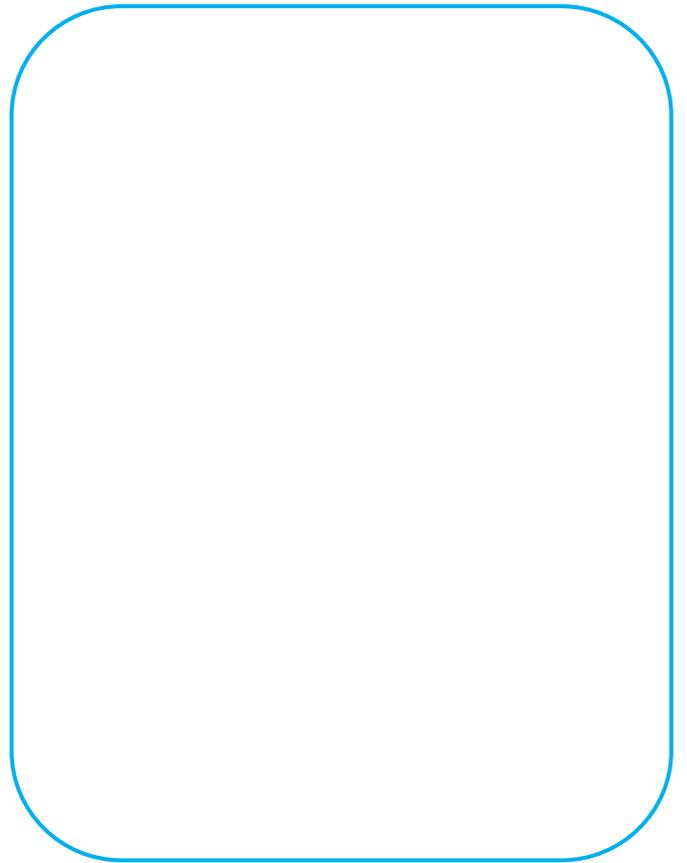
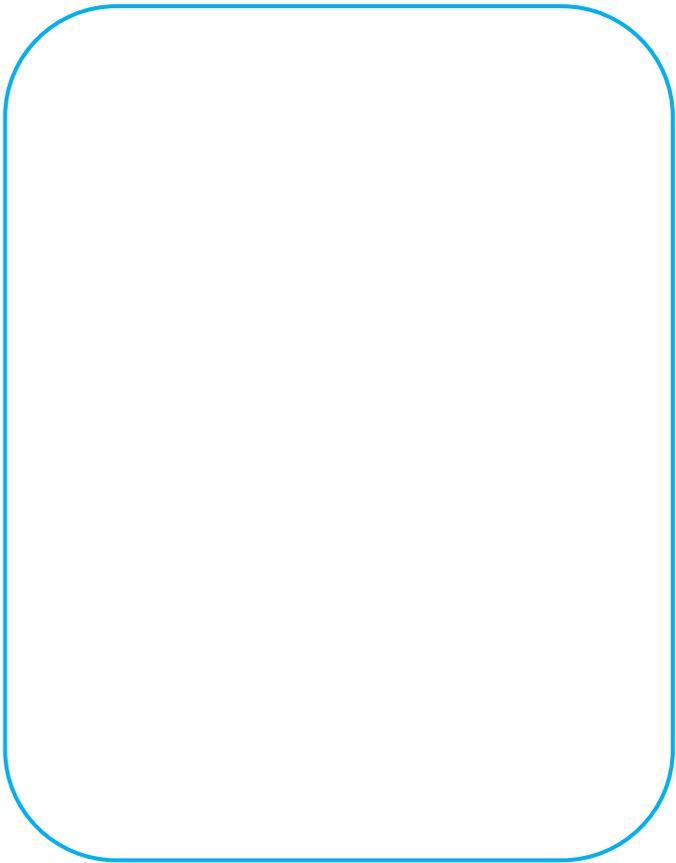
Ask students if they use any apps and if so what do they use them for, for example Angry Birds (games) and Google Maps (location finder).

LOADING...

Give students the following page and ask them to design a basic app to look after a family pet. Think what options the app might need (go for walks, visit the vet, foods for your pet) and what it might look like. Explain to students that they are designing how the app will look or the user interface. Introduce the elements shown above such as buttons and sliders and ask students to consider these in their design.



Draw different sections or screens, that you would include in your app, like a calendar for vet visits, photo albums of your pet, and a list of your pet's favourite foods.



ACTIVITY HOSTS

Objective: Use technology to create new knowledge and artefacts. Work like an IT professional by using real-world software development techniques.

This lesson introduces some basic design elements and gives students an opportunity to think about what goes into the user interface of an app and to appreciate the apps they use every day.

Prototyping is a common activity in software development – From an initial design, you create a rough working model (a **prototype**) of an application, product or information system; usually to demonstrate to others how the end result will work.

Marvel is an example of a prototyping app that will allow you create your own interactive app without needing any knowledge of coding. This video tutorial explains how a design similar to the one produced in this activity can be converted into a prototype using the Marvel app: <https://www.youtube.com/watch?v=Vm1J2wUhNQk>

NEXT STEPS:

For further information on what makes a good app design and the logic behind it check out the lesson plans in [CLISTE](#), accessed via the Tech Week website.

FINAL STEP!

Activity Hosts - Don't forget to register your activities on www.techweek.ie.

