

# Mobile Apps

An entry in this category is an app that is specifically developed for a mobile device (phone, tablet, smart-device, etc.). This app can be developed for any operating system (Android, iOS, Windows Mobile, etc.) as long as the student has a device or simulator that can run the app on the day of the fair. (This category does not include mobile-friendly web pages - please see the Internet Applications category). Pre-planning documentation materials such as a storyboard and a flowchart are required.

Area	Minimal	Partial	Mastery
<b>Product</b> -The end result of the project created by the student.			
<b>Intended Purpose - 20%</b> Did all elements of the project work together to serve the intended purpose?	No elements of the design fit the intended purpose of the project.		App has a well-state purpose, description, and intended audience. App user interface is visually appealing and intuitive. App utilizes some device peripherals such as microphone, accelerometer, gps, camera, or other components.
<b>Complete and Functional - 10%</b> Did the student(s) complete the entire project?	Project is not complete and/or non-functional.		Mobile app functions as designed and student displays the working app using a device and/or simulator. Apps should not include mobile-friendly web pages. No bugs present in the demonstration of the app.
<b>Process</b> The procedures and structure framework to meet the requirements of the product and final design.			
<b>Understanding - 30%</b> Did student(s) demonstrate a solid understanding of the software for project development?	Student displayed little to no understanding of the software used.	Student used a program to build the app that did not require an in-depth knowledge of programming skills required to build and implement the mobile app.	Mastery in the choice and use of software to program the app. Student is able to answer specific questions about their project and the software used to program and design the app. Student displays mastery in understanding of the programming used to develop the app.
<b>Creativity - 30%</b> Did student(s) use a higher level of creativity throughout the design process and oral presentation? (Nervousness should NOT count against the student)	Minimal levels of creativity shown in the project design and oral presentation.	Students display lower levels of creativity in the design process and/or oral presentation.  (Nervousness should NOT count against the student)	Student displays a high level of creativity throughout the entire mobile app design process. The oral presentation is unique, well-planned, and creative.  (Nervousness should NOT count against the student)
<b>Documentation - 10%</b> Did student(s) include citations for sources and permissions for non-student produced materials? (full credit if not required)	None of the required documentation present.	Some or most required permissions present.	ALL required permissions present OR none needed.