

## In Progress

Please note that this Unit Profile is still in progress. The content below is subject to change.



# COIT20272 *Mobile App Development Project* Term 2 - 2026

Profile information current as at 23/01/2025 01:32 pm

All details in this unit profile for COIT20272 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

## General Information

### Overview

In this integrative capstone project, you will develop a significant and authentic mobile application. Specifically, you will employ the technical and professional skills that you have developed in your course of study to contribute to the development of an authentic web, hybrid, or native app. You will apply a relevant software engineering methodology, taking into account best practices in testing, quality assurance, and cyber security. You are required to use and document typical project management processes to ensure that the project is delivered on time and within budget.

### Details

Career Level: *Postgraduate*

Unit Level: *Level 9*

Credit Points: *12*

Student Contribution Band: *8*

Fraction of Full-Time Student Load: *0.25*

### Pre-requisites or Co-requisites

Pre-Requisites: COIT20268 Responsive Web Design, COIT20269 Mobile Web Apps, COIT20270 App Development for Mobile Platforms, PPMP20007 Project Management Concepts, COIT20246 Networking and Cyber Security.

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure \(Higher Education Coursework\)](#).

### Offerings For Term 2 - 2026

- Brisbane
- Melbourne
- Online
- Sydney

### Attendance Requirements

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

### Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

## Class and Assessment Overview

Information for Class and Assessment Overview has not been released yet.

This information will be available on Monday 18 May 2026

## CQUniversity Policies

**All University policies are available on the [CQUniversity Policy site](#).**

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the [CQUniversity Policy site](#).

## Previous Student Feedback

### Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

#### Feedback from Unit Coordinator reflection

##### **Feedback**

The unit requires students to progressively develop a prototype, and avoids excessive number of written reports, allowing students more time for development.

##### **Recommendation**

Keep the main focus on prototype development rather than producing excessive amount of written reports.

#### Feedback from Unit Coordinator reflection

##### **Feedback**

Use of state-of-the-art tools would enable students to accelerate development of quality mobile applications.

##### **Recommendation**

Mandate the use of state-of-the-art tools, such as Figma for user interface design and Bootstrap for HTML page design.

## Unit Learning Outcomes

Information for Unit Learning Outcomes has not been released yet.

This information will be available on Monday 18 May 2026

## Alignment of Learning Outcomes, Assessment and Graduate Attributes

Information for Alignment of Learning Outcomes, Assessment and Graduate Attributes has not been released yet.

This information will be available on Monday 18 May 2026

## Textbooks and Resources

Information for Textbooks and Resources has not been released yet.

This information will be available on Monday 22 June 2026

## Academic Integrity Statement

Information for Academic Integrity Statement has not been released yet.

This unit profile has not yet been finalised.