

AAQ Computing: Application Developer

Studied during Year 12	Studied during Year 13
<p data-bbox="188 398 804 461">F160: Fundamentals of applications development Mandatory Unit, assessed by examination</p> <p data-bbox="188 495 804 685">This unit examines the different stages that developers go through to produce a working software application. It includes how developers scope out user requirements and the design features required to make an application intuitive for a user. Topics include:</p> <p data-bbox="188 719 767 1010">Topic Area 1 Types of software used in application design Topic Area 2 Software development models Topic Area 3 Planning application development projects Topic Area 4 Application design scoping Topic Area 5 Human computer interface and interaction Topic Area 6 Job roles and skills</p> <p data-bbox="188 1043 703 1106">F161: Developing application software Mandatory Unit, assessed by examination</p> <p data-bbox="188 1140 804 1274">This unit focuses on the areas that need to be considered when developing applications for different platforms. It will include how developers deploy finished applications to users. Topics include:</p> <p data-bbox="188 1308 767 1500">Topic Area 1 Application software considerations Topic Area 2 Data and flow in application software Topic Area 3 API and protocols Topic Area 4 Application software security Topic Area 5 Operational considerations Topic Area 6 Legal considerations</p> <p data-bbox="188 1534 804 1597">F162: Designing & communicating UX/UI solutions Mandatory unit, assessed by an assignment</p> <p data-bbox="188 1630 735 1731">This unit focuses on the principles of User experience and User interface design and what makes an interface easy to use. Topics include:</p> <p data-bbox="188 1765 756 1928">Topic Area 1 Principles of UX and UI design Topic Area 2 Plan UX/UI solutions Topic Area 3 Design UX/UI solutions Topic Area 4 Communicate UX/UI solutions Topic Area 5 Review and improve UX/UI solutions</p>	<p data-bbox="826 398 1342 461">F163: Games Development Optional unit, assessed by an assignment</p> <p data-bbox="826 495 1422 618">In this unit you will learn how types and genres of digital games and their characteristics affect game design. You will then learn how to plan, design, create, and test game prototypes. Topics include</p> <p data-bbox="826 651 1437 887">Topic Area 1 Game design Topic Area 2 Plan and design high-fidelity game prototypes Topic Area 3 Create high-fidelity game prototypes Topic Area 4 Test high-fidelity game prototypes Topic Area 5 Review and improve high-fidelity game prototypes</p> <p data-bbox="826 920 1342 983">F166: Website Development Optional unit, assessed by an assignment</p> <p data-bbox="826 1016 1453 1173">This unit focuses on website principles and the components of web pages. You will learn how to plan, design, create and test website prototypes for a range of devices. Topics include:</p> <p data-bbox="826 1207 1445 1442">Topic Area 1 Fundamentals of website development Topic Area 2 Plan and design high-fidelity website prototypes Topic Area 3 Create high-fidelity website prototypes Topic Area 4 Test high-fidelity website prototypes Topic Area 5 Review and improve the effectiveness of high-fidelity website prototypes</p> <p data-bbox="826 1476 1342 1538">F166: Software development Optional unit, assessed by an assignment</p> <p data-bbox="826 1572 1422 1695">This unit focuses on software design principles and different programming language types. You will be required to design, create and test software solutions. Topics include:</p> <p data-bbox="826 1729 1445 1892">Topic Area 1 Fundamentals of software development Topic Area 2 Design software solutions Topic Area 3 Create software solutions Topic Area 4 Test software solutions Topic Area 5 Review and improve software solutions</p> <p data-bbox="826 1926 1294 1989">Two of these 3 options will be studied.</p>