Design and develop mobile applications for digital content

Overview

Digital content professionals apply skills in design, coding and multimedia editing, using a mix of technology tools and platforms to create and publish digital content, including layout, text and graphics to web pages and mobile applications.

This standard includes the design, development and testing of mobile applications. It includes an understanding of mobile hardware and connectivity and mobile application security considerations. It also includes the creation of install and uninstall packages to deploy mobile applications to a production environment.

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Performance criteria

You must be able to:

1. Review the requirements to determine the mobile application features to be developed
2. Design new features for mobile applications in line with the requirements specification
3. Develop and implement code for mobile applications to meet technical specifications and organisational standards
4. Design and build phone and tablet user interfaces that scale to screen size and fulfil functionality requirements
5. Debug and test mobile applications to organisational standards
6. Review the performance, quality, and responsiveness of mobile applications
7. Implement mobile application security requirements in line with organisational standards
8. Create install and uninstall packages to deploy mobile applications to a production environment

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Knowledge and understanding

You need to know and understand:

1. The characteristics and limitations of mobile devices including their user-interface modalities
2. The key technological principles and methods for delivering and maintaining mobile applications
3. The mobile landscape, architectures, trends, and emerging technologies.
4. The scripting/programming techniques for deployment of mobile applications to a variety of mobile and tablet platforms
5. The range of supported mobile devices and operating system versions
6. The design and development of context-aware solutions for mobile devices
7. Design patterns and their application for mobile application development
8. Mobile hardware and connectivity constraints
9. Mobile software development environments
10. Formative and summative evaluation and testing of mobile applications utilising a range of mobile platforms
11. The principles of application hosting and security
12. The factors involved in deploying mobile applications to a production environment

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