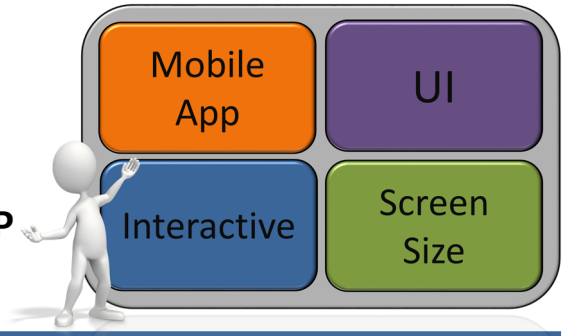
COMPUTER SCIENCE KNOWLEDGE ORGANISER

YEAR 7—AUTUMN ONE

PROTOTYPING A MOBILE PHONE APP



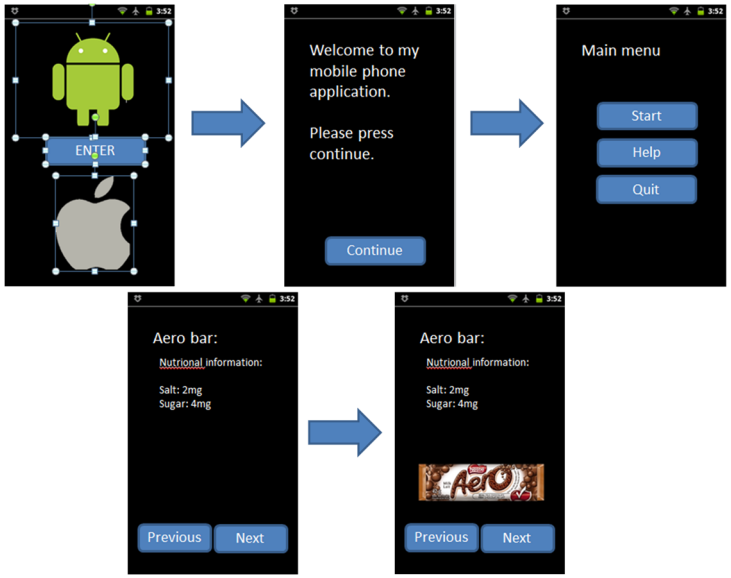
BROADSTONE MIDDLE SCHOOL

KEY VOCABULARY:

PROTOTYPE	An initial design or concept that shows how a final finished product might look and work.	SCREEN RESOLUTION	This is often related to the size of the screen and can be different depending on the device. It can determine how much you can fit on a devices screen.
UI (USER INTERFACE)	How the app looks and works for the person using it.	SCREEN REAL ESTATE	A way of describing the available screen space you have to display information. How much of the available screen should be text and images and how much buttons?
INTUITIVE	When related to software or a phone application, it means easy to use and **very** easy to navigate.	LAYOUT	How you arrange your app to make maximum use of the screen real estate, whilst still making your app clean, clear and easy to use. Is the text readable?
INTERACTIVE	How an application responds to a user input. This may include animations or buttons.	BUTTONS	Used to add interactivity to your application. Is it clear what the buttons do? Are they easy to press? Well placed and informative buttons can make using your application a breeze.
COLOUR SCHEME	A set of colours that compliment each other. The right colour scheme for an app is an important part of the design and development process.	HYPERLINK	When buttons are clicked, they can be 'hyperlinked' to go to another page on a website or mobile app.

AUDIENCE:

Who is your app aimed for? What might be popular and make you number one in the app store? A Fortnite information app and quiz? A Great Bake Off guide? EastEnders facts and fun? Choose wisely … !

PLAN YOUR APP!

Big companies spend a lot of money prototyping new apps and games before they even begin to code them. As you develop your app prototype, you will need to keep testing it to make sure it works properly, and **debug** it if it doesn't!