IBM at Wimbledon

A guide to delivery

Introduction

This project is one of our suite of design projects – as our employers believe that understanding the design process is just as important as building solutions – focusing on app design and development.

The focus of this project is to work to a brief – to create a mobile phone app for a new player at Wimbledon – provided by a client - and then plan a solution. We are fortunate to have the support of IBM, who provide the technology for the Wimbledon Championships, and the All-England Lawn Tennis Club for this project. They have provided additional resources for students to use including copyright-free images of Wimbledon and information from the Competitors' Guide.

Students work through a short e-learning unit that explains the app development process from the brief through to having designs for each of the screens for an app, making use of resources that are supplied in the Resource area. They are particularly encouraged to think about the use of imagery and icons in their design, as the users of this app are not native English speakers.

Students can take their designs to an app building program – and we have provided links and information for AppShed (for iOS, Android and Windows), App Inventor (for Android) and App Studio (for Windows). We have – thanks to our partners at AppShed – the whole of the AppShed Basics Course on the platform within three e-learning modules.

As the AppShed Basics Course introduces students to creating an app (for which all resources are provided including images and documents), it would be beneficial to complete this course prior to starting this project.

Earning Open Badges for work on this project

The Tech Partnership Badge Academy is directly aligned to the TechFuture Classroom. You can find the Badge Academy by clicking on the Badges link at the top of the Learning Hub window.

Within each TechFuture Classroom project, badges are available for students to earn for the work they complete within the projects. In this project, there are four available badges:

AppBuilder Bronze – automatically awarded to students who complete Part 1 of the AppShed Basics course

AppBuilder Silver – automatically awarded to students who complete Part 2 of the AppShed Basics course

AppBuilder Gold – automatically awarded to students who complete Part 3 of the AppShed Basics course

AppBuilder Platinum – automatically awarded to students who complete all three parts of the AppShed Basics course and the e-learning module IBM at Wimbledon.

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Resources provided

On the course page, there is a bank of resources underneath the e-learning modules that scroll using the arrows at each end of the row.

You are provided with the following resources:

> The e-learning module which students can work through individually in the classroom or at home

> The AppShed Basics Course presented in three e-learning modules

> Student log to record decisions along the way

> Zipped folder of copyright-free images for students to use

> Zipped folder of briefing documents providing information for competitors from the official Wimbledon Competitors' Guide.

> Links to AppShed, App Inventor and App Studio

> Short guides to the app development programs

> Short guides to the flow chart software

Using the Student Log

Students are provided with a Student Log for this project, where they can carry out additional tasks along the way including defining the problem, product research, flow chart prototyping and a final design.

Steps in the e-learning content

The following table shows the steps in the e-learning and the knowledge that students are gaining along the way. Students have a section in the Student Log where they can add information about each tag as a reference.

Steps in the e-learning content	Use of the Log and resources
Hearing the brief	Student Log – Defining the problem and what the client needs
Understanding apps and why they are built	
Identifying the problem	Student Log - What the newbie players needs to know
What information does the app need to have	
Researching other apps	Student Log – research on existing apps and their use of icons and symbols
Planning the solution	
What goes on each screen	Copyright free images Folder of briefing documents taken from the Competitors' Guide
Dividing up a web page with the <div> tag	Guide to flow chart software

	Student Log – inserting the flow chart of the app user journey
App building from the design	Guides to the app building programs available and the AppShed Basics Course (3 e-learning modules)
Quiz to check understanding	

Timings for delivery

TechFuture Classroom projects are built for flexibility and different ways of use.

Students can work through the e-learning, completing the activities in groups in the Student Log as they progress. Folders of resources are available for those who want to create their app in AppShed. If students complete the AppShed Basics course in full, and the e-learning for the IBM at Wimbledon challenge, as well as going on to create an app, this is likely to take around 4 45 minute lessons with some homework activities to complete the e-learning. All four open badges will be awarded automatically to students who complete this project in fully.

Students just using the e-learning module, without completing the Student Log, could complete this within one lesson and homework. The regular knowledge checks throughout the e-learning assess students' understanding.

Note, for individual award of badges students must be logged into their own account.

Flipped classroom delivery

It is possible to use TechFuture Classroom projects for flipped classroom delivery. When students have their login details, they can access the platform at any time from home and school. Students could complete the e-learning at home, and come to class with a clearer idea of the Wimbledon challenge, ready to work on their screen designs and build their app, if AppShed is available from school.

If you have questions or queries about this project, contact sue@thetechpartnership.com and we will do our best to respond within 48 hours.