



Pre-University Summer School

Group Mini-Project

Task: Design an App to Meet a Need in your Subject Area of Interest

In this project, you will work in groups of 4 to 6 students to design a mobile application that addresses a real-world problem or need within your discipline area. The app should leverage technology to provide an innovative solution, or improve efficiency, in your field of study. You can use AI in this task to assist you in generating and organising ideas.

Objectives

- Identify a specific problem or need within your discipline that could benefit from a mobile app solution.
- Conduct research into the problem and user requirements to understand the problem more deeply.
- Conceptualize and design a user-friendly app that effectively addresses the identified problem.
- Present your app design as a group presentation to the class and receive feedback from academics.

Examples of App Ideas:

- **Healthcare:** A mobile app that helps patients track their medication schedules, log symptoms, and share data with healthcare providers.
- **Engineering:** An augmented reality app that overlays structural diagrams or building information on construction sites for architects and engineers.
- **Education:** A gamified learning app that makes studying for exams more engaging and interactive for students.
- **Environmental Science:** An app that allows users to report environmental issues or track local air quality and pollution levels.
- **Business:** A productivity app that streamlines project management, task tracking, and team collaboration for small businesses or startups.

Intended Learning Outcomes

By engaging in this project, you will have:

- Identified and analysed a real-world problem within your discipline area.
- Developed your research, critical thinking and analytical skills in the context of your discipline area.
- Developed your academic communication skills through delivery of a group presentation.
- A greater awareness and understanding of intercultural communication skills.
- Collaborated effectively in a team.
- Engaged in an authentic academic task.
- Developed key academic literacy skills in reflection and independent study.

Group Presentation

Your group will deliver a short presentation to your peers and your teacher who will provide verbal feedback on your enterprise idea as well as the delivery of your presentation and the teamwork you have demonstrated. At the end of your presentation, they may have some questions or points of clarification.

The presentation should be approximately **5 minutes** long. As you will not all have the opportunity to present, you need to think about how you are assigning work in the group.

We suggest you organise your presentation in the following way:

Context and Aim

Provide some context as to why you decided on this problem or need in your discipline area. What is the problem/need you have identified and why is it a problem/need?

Proposal

What does your mobile app do? How does it address the problem/need you identified?

Suspected Impact

Why do you think this will be a good solution?

What will be the main opportunities and challenges for your idea to be a success?