

Games, mobile phones and  
employability

**- OR -**

The art of getting students too  
engaged in coursework

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# Why teach mobile phone dev?

- World-wide some 152 million smart phones were sold 1<sup>st</sup>Q of 2012
  - 49.9% increase over one year
- Just under 500.000 apps on Google Play
- 130+ jobs on IT job board => Employability
- It is “fun”...

Public demand - Students want it!

# Android Development History in SSE

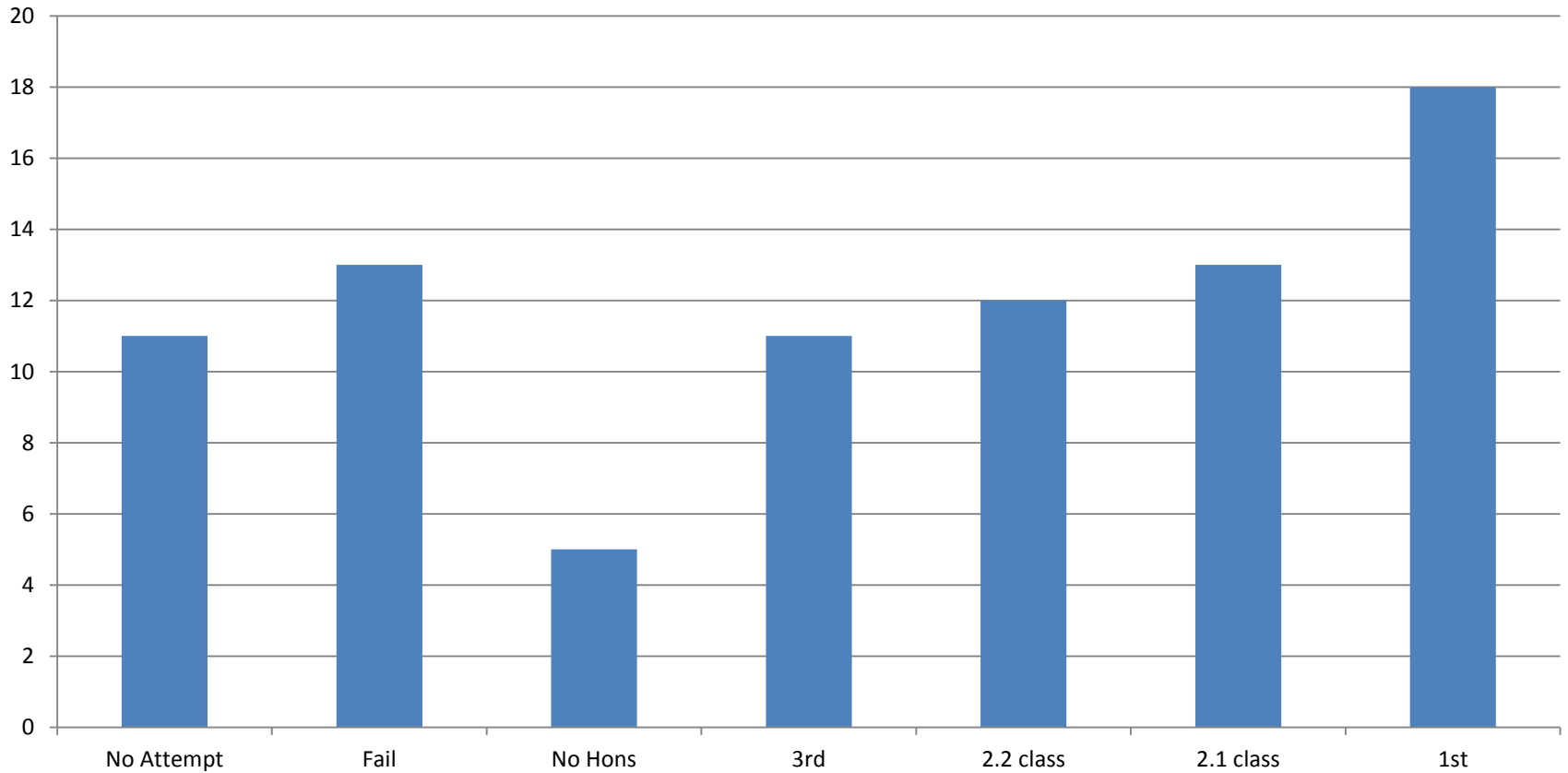
- Pre 2010: Almost none
  - A few final year projects
- 2010: A (naïve) workshop
  - ~30 students
- 2011: A blended learning workshop
  - 45 students
- 2011-2012: Integration into Java Course
  - 83 students

# The Course

- Blog post series that takes the student from no experience in Android coding to having a framework for a game
  - <http://oster-lundqvist.com/karsten/?p=4892>
  - High ranking on Goggle
  - 3500 people world-wide have followed it to the end
- Java course
  - Create traditional breakout game using the tutorial in lecturer / older student supported labs
  - Lectures with general Android and mobile pitfalls

# Results / Marks

Number of marks



# Reflection / Questions

- Enthusiastic students
  - Proud of the work
  - Good looking games

Is it possible to make course work too interesting or fun for students that they get distracted from what they need to learn?

Should a non-game exercise be used to limit this?

# Reflection / Questions

- Unfamiliar Environments
  - Integrated Development Environments
  - Android Phone Emulators
  - Use of unfamiliar libraries and 3<sup>rd</sup> party code

Reluctance to explore?

Do we need more emphasis on how to learn on  
your own?

# Reflection / Questions

- Difficult combining self-learning with taught material
  - 2 Advanced topics that were taught in classes where on the marking scheme. Too many students did not spot this.

Is it reasonable to expect that second year undergraduates students can combine self-learning and taught theory within a short time scale?

Is that what signifies a first class student in 2<sup>nd</sup> year?



# Reflection / Questions

- Timing issues
  - Tutorial Labs Spring Term Week 3-5
  - Deadline Spring Term Week 8
  - More than normal amount of complaints

Would it help students to give them longer time,  
or would they procrastinate?