EAIE
Esports as Accelerator for Social Inclusive Education

LESSON
APP DESIGN

AUTHOR
JONATHAN MARK BORELLO
VUC STORSTRØM

APP DESIGN

Subject and level
English B levels

Connection to curriculum
The production of language in writing.

Didactic and pedagogic considerations
The exercise can be seen as an alternative to the standard English B written assignment. Here, the students have to be both creative and practical in creating an app of their choice (either simply the design or trying to create an actual app using an existing computer design program).
It will allow for cooperation and communication as well as a democratic progress in producing the material, in which each student does his or her part.

Time estimate
3-4 hours - More if an actual app is to be created.

Group size
4-5

APP DESIGN

Overall introduction to exercise

The students have to brainstorm on ideas for apps (I have used this exercise in a course on food waste, in which the object was for the students to produce an app that prevented or minimised food waste).

After landing on an idea, the students now have to design the app in terms of its appearance, style, language used, receiver group, etc. They have to design a logo for the app, a name and a motto. They have to design the appearance of the app itself and its function. Finally, they have to write the text needed in the app (checking for spelling and grammar mistakes). The design can be done in a computer program or by hand.

Exercise as presented to the students

No separate presentation needed.

EASIE
Esports as Accelerator for Social Inclusive Education

E-SPORT AS ACCELERATOR FOR SOCIAL INCLUSIVE EDUCATION

WWW.EASIE.GG

Co-funded by the European Union

FUNDED BY THE EUROPEAN UNION. VIEWS AND OPINIONS EXPRESSED ARE HOWEVER THOSE OF THE AUTHOR(S) ONLY AND DO NOT NECESSARILY REFLECT THOSE OF THE EUROPEAN UNION OR THE EUROPEAN EDUCATION AND CULTURE EXECUTIVE AGENCY (EACEA). NEITHER THE EUROPEAN UNION NOR EACEA CAN BE HELD RESPONSIBLE FOR THEM.