DGTL12008 *Mobile Application Development*
Term 2 - 2022

Profile information current as at 08/05/2024 09:47 am

All details in this unit profile for DGTL12008 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

General Information

Overview

This unit will teach you how to develop application software (apps) for mobile devices, building on your knowledge of programming, user experience design and web technologies. You will learn about key features of the mobile industry, mobile technologies, mobile devices and mobile platforms. Through a combination of theory and practice, you will learn how to develop and optimise content for mobile devices, and how to create user interfaces and navigation controls. You will design, implement, test and debug mobile applications using industry-standard software tools and cross-platform application programming interfaces (APIs).

Details

Career Level: *Undergraduate*
Unit Level: *Level 2*
Credit Points: *6*
Student Contribution Band: *8*
Fraction of Full-Time Student Load: *0.125*

Pre-requisites or Co-requisites

Prerequisite: (DGTL11006 Coding Fundamentals AND DGTL11005 Web Design) OR MMST11002 Web Design Students who have completed DGTL13002 Mobile Application Development may not enrol in this unit
Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure (Higher Education Coursework)](#).

Offerings For Term 2 - 2022

- Brisbane
- Bundaberg
- Cairns
- Mackay
- Online
- Rockhampton

Attendance Requirements

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

Class and Assessment Overview

Recommended Student Time Commitment
Each 6-credit Undergraduate unit at CQUniversity requires an overall time commitment of an average of 12.5 hours of study per week, making a total of 150 hours for the unit.

Class Timetable

Regional Campuses
Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

Metropolitan Campuses
Adelaide, Brisbane, Melbourne, Perth, Sydney

Assessment Overview
1. **Written Assessment**
Weighting: 40%
2. **Practical Assessment**
Weighting: 60%

Assessment Grading
This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the University's Grades and Results Policy for more details of interim results and final grades.

CQUniversity Policies

All University policies are available on the CQUniversity Policy site.
You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the CQUniversity Policy site.

Previous Student Feedback

Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

Feedback from Student Unit and Teaching Evaluation (SUTE)

Feedback

Some students recommend changing the software platform that is used for mobile application development within the unit.

Recommendation

The software platform that is used for mobile application development within the unit will be reviewed.

Unit Learning Outcomes

On successful completion of this unit, you will be able to:

1. explain key features of the mobile industry, mobile technologies, mobile devices and mobile platforms
2. develop and optimise content for mobile devices
3. create user interfaces and navigation controls for mobile applications
4. design, implement, test and debug mobile applications.

Not applicable

Alignment of Learning Outcomes, Assessment and Graduate Attributes

— N/A Level   ○ Introductory Level   ● Intermediate Level   ● Graduate Level   ○ Professional Level   ○ Advanced Level

Alignment of Assessment Tasks to Learning Outcomes

Assessment Tasks	Learning Outcomes			
	1	2	3	4
1 - Written Assessment - 40%	●		●	●
2 - Practical Assessment - 60%	●	●	●	●

Alignment of Graduate Attributes to Learning Outcomes

Graduate Attributes	Learning Outcomes			
	1	2	3	4
1 - Communication	●	●		
2 - Problem Solving		●	●	●
3 - Critical Thinking	●	●	●	●
4 - Information Literacy	●	●	●	●

Graduate Attributes	Learning Outcomes			
	1	**2**	**3**	**4**
5 - Team Work				
6 - Information Technology Competence	•	•	•	•
7 - Cross Cultural Competence	•	•		
8 - Ethical practice	•	•		
9 - Social Innovation				
10 - Aboriginal and Torres Strait Islander Cultures				

Alignment of Assessment Tasks to Graduate Attributes

Assessment Tasks	Graduate Attributes									
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
1 - Written Assessment - 40%	•	•	•	•		•	•	•		
2 - Practical Assessment - 60%	•	•	•	•		•	•	•		

Textbooks and Resources

Textbooks
DGTL12008

Supplementary

PROFESSIONAL MOBILE APPLICATION DEVELOPMENT
(2012)
Authors: McWherter, J & Gowell ,S
Binding: Website Link

IT Resources

You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- Adobe Acrobat Reader (free browser plug-in)
- Adobe Dreamweaver or Notepad++ (optional)
- Google Chrome
- Microsoft Word
- Mozilla Firefox
- Visual Studio Code
- Node from https://nodejs.org/en/ (latest version)
- Capacitor from https://capacitorjs.com/
- React from https://react-cn.github.io/react/downloads.html
- Ionic from https://ionicframework.com/docs/v3/cli/package/download/

Referencing Style

All submissions for this unit must use the referencing style: American Psychological Association 7th Edition (APA 7th edition)
For further information, see the Assessment Tasks.

Teaching Contacts

Regina John Luan Unit Coordinator
r.johnluan@cqu.edu.au

Schedule

Week 1 - 11 Jul 2022

Module/Topic	Chapter	Events and Submissions/Topic
Introduction to Mobile Application Development Assignment one briefing Tutorial: i. Explore the online web app builder ii. Site set-up	McWherter, J & Gowell ,S 2012, 'Chapter 1: Preliminary Considerations,' in Professional Mobile Application Development, Wrox, Birmingham, England, available at https://learning.oreilly.com/library/view/professional-mobile-application/9781118240687/xhtml/Chapter01.html	

Week 2 - 18 Jul 2022

Module/Topic	Chapter	Events and Submissions/Topic
Mobile Application Development: Overview, marketplace & opportunities Tutorial: i. Introduction to Ionic	Borasi, P & Baul, S 2019, Mobile Application Market Statistics - 2026, viewed 20 January https://www.alliedmarketresearch.com/mobile-application-market	

Week 3 - 25 Jul 2022

Module/Topic	Chapter	Events and Submissions/Topic
Mobile platforms and Operating Systems Tutorial: i. Create a simple app using Ionic ii. UI Component - Toolbars iii. Formatting and buttons	Williamson, L, Chandgadkar, O, Mathur, A, Ray, S, Schrag, D, Snook, R & Zhang , J 2015, ' Chapter 1 Mobile: The New Generation of Information Technology ', in Enterprise Class Mobile Application Development: A Complete Lifecycle Approach for Producing Mobile Apps, IBM Press, available at https://learning.oreilly.com/library/view/enterprise-class-mobile/9780133478679/ch01.html#ch01.	

Week 4 - 01 Aug 2022

Module/Topic	Chapter	Events and Submissions/Topic
Design Specification Document:Ideation process and innovation for a new mobile app Tutorial : i .Theming	Khorkov, E 2017, From Idea To Development: How To Write Mobile Application Requirements That Work, viewed 19 September, https://www.smashingmagazine.com/2017/05/writing-mobile-application-requirements/#comments-writing-mobile-application-requirements	

Week 5 - 08 Aug 2022

Module/Topic	Chapter	Events and Submissions/Topic
UX Design for Mobile - Usability, and self-evident design Tutorial: i. Designing Mobile user interface using prototype tools	McWherter, J & Gowell ,S 2012, 'Chapter 4:Mobile User Interface Design' , in Professional Mobile Application Development', in , Wrox, Birmingham, England, available at https://learning.oreilly.com/library/view/professional-mobile-application/9781118240687/xhtml/Chapter04.html	

Vacation Week - 15 Aug 2022

Module/Topic	Chapter	Events and Submissions/Topic
Mid-term break (no classes)		

Week 6 - 22 Aug 2022

Module/Topic	Chapter	Events and Submissions/Topic
Prototyping - General design planning, prototyping and user testing Tutorial: i. Mobile list and form component	Lindberg, O 2020, Conduct Usability and User Testing for Mobile Apps Like a Pro, viewed 28 April, https://xd.adobe.com/ideas/process/user-testing/conduct-usability-user-testing-for-mobile-apps-like-a-pro/	**Assignment 1: Design Specification Document, Mobile User Interface Design Prototype, and Online Peer Feedback** Due: Week 6 Friday (26 Aug 2022) 11:59 pm AEST

Week 7 - 29 Aug 2022

Module/Topic	Chapter	Events and Submissions/Topic

General principles and best
practices
Assignment two briefing
Tutorial:
i. Introduction to React

Williamson L, Chandgadkar O, Mathur A, Ray S, Schrag D, Snook R & Zhang J 2015, '
Chapter 4 Mobile Application Development Lifecycle', in Enterprise Class Mobile
Application Development : A Complete Lifecycle Approach for Producing Mobile Apps, IBM
Press, available at
https://learning.oreilly.com/library/view/enterprise-class-mobile/9780133478679/ch04.html

Week 8 - 05 Sep 2022

Module/Topic	Chapter	Events and Submissions/Topic
Mobile Application Development Lifecycle Tutorial: i. Building your first App with React	Williamson L, Chandgadkar O, Mathur A, Ray S, Schrag D, Snook R & Zhang J 2015, ' Chapter 4 Mobile Application Development Lifecycle', in Enterprise Class Mobile Application Development : A Complete Lifecycle Approach for Producing Mobile Apps, IBM Press, available at https://learning.oreilly.com/library/view/enterprise-class-mobile/9780133478679/ch04.html	

Week 9 - 12 Sep 2022

Module/Topic	Chapter	Events and Submissions/Topic
Mobile Enterprise Tutorial : i. Mobile advanced themes	Williamson L, Chandgadkar O, Mathur A, Ray S, Schrag D, Snook R & Zhang J 2015, ' Chapter 5 Mobile Enterprise-Beyond the Mobile End-point', in Enterprise Class Mobile Application Development :A Complete Lifecycle Approach for Producing Mobile Apps, IBM Press, available at https://learning.oreilly.com/library/view/enterprise-class-mobile/9780133478679/ch05.html	

Week 10 - 19 Sep 2022

Module/Topic	Chapter	Events and Submissions/Topic
Testing Mobile Applications Tutorial: i. Adding functionality with JavaScript	Williamson L, Chandgadkar O, Mathur A, Ray S, Schrag D, Snook R & Zhang J 2015, ' Chapter 6 A Comprehensive Approach to testing of Mobile Applications' , in Enterprise Class Mobile Application Development: A Complete Lifecycle Approach for Producing Mobile Apps, IBM Press, available at https://learning.oreilly.com/library/view/enterprise-class-mobile/9780133478679/ch05.html	

Week 11 - 26 Sep 2022

Module/Topic	Chapter	Events and Submissions/Topic
Mobile DevOps Lifecycle Tutorial: i. Building Apps and Packaging	Williamson L, Chandgadkar O, Mathur A, Ray S, Schrag D, Snook R & Zhang J 2015, ' Chapter 7 Best Practices of Mobile DevOps ', in Enterprise Class Mobile Application Development :A Complete Lifecycle Approach for Producing Mobile Apps, IBM Press, available at https://learning.oreilly.com/library/view/enterprise-class-mobile/9780133478679/ch07.html	

Week 12 - 03 Oct 2022

Module/Topic	Chapter	Events and Submissions/Topic
Review unit		**Assignment 2: Prototype Mobile Application and Written Report** Due: Week 12 Friday (7 Oct 2022) 11:59 pm AEST

Review/Exam Week - 10 Oct 2022

Module/Topic	Chapter	Events and Submissions/Topic

Exam Week - 17 Oct 2022

Module/Topic	Chapter	Events and Submissions/Topic

Term Specific Information

REQUIRED RESOURCES

You must have access to the following resources for this unit:

UNIT WEBSITE

The unit website (also known as 'Moodle') provides essential resources for the unit such as a Study Guide and an online discussion forum. The site is available at https://moodle.cqu.edu.au

STUDY GUIDE

All the essential readings and activities for the unit are listed in the online Study Guide. Study Guides for the unit are available in Adobe Portable Document Format (PDF) on the unit website.

DISCUSSION FORUM

The unit website will provide an online discussion forum for discussing matters relating to the unit. Discussion forums are the primary means of support for students living off-campus who require assistance with tutorial activities and assignments. Whenever you seek assistance with your assignments via the discussion forum, please refrain from posting fragments of your code in order to avoid plagiarism.

NODE.JS

A JavaScript library for building user interfaces. NodeJS is available at https://nodejs.org/en/

IONIC

Ionic offers tools for building iOS and Android native apps, as well as Progressive Web Apps that work on mobile devices, using familiar web libraries, frameworks, and languages. Ionic is available at https://ionicframework.com/docs/v3/cli/package/download/

REACT

The React framework enables web developers to build large web applications that update information without reloading the page. The main purpose of React is to be fast, scalable, and simple. React is available at https://react-cn.github.io/react/downloads.html

CAPACITOR

Capacitor is a cross-platform native bridge that lets you turn any web project into a native iOS or Android app. Capacitor is available at https://capacitorjs.com/

PROTOTYPE TOOL

Adobe XD (part of the Adobe Creative Cloud) is the recommended prototyping tool for developing interactive mock-ups of mobile applications for your learning activities and assessment tasks. Adobe XD is available at https://www.adobe.com

TEXT EDITOR

You will need a plain text editor such as Notepad or TextEdit for composing HTML, JavaScript and CSS files. Windows comes with Notepad by default. On MacOS, TextEdit is included. If you have Adobe Dreamweaver, you might prefer to edit your files with it rather than Notepad or TextEdit. It is beneficial to use Dreamweaver because it provides special features like syntax checking, syntax highlighting, and line numbering. Alternatively, you might want to use a free open source editor, such as Visual Studio Code, which includes special features for React coding. Visual Studio Code can be downloaded from the Visual Studio Code website at https://code.visualstudio.com/download

WEB BROWSERS

For exploring the Web and testing your pages, you will need Google Chrome (https://www.google.com/chrome) and Mozilla Firefox (https://www.mozilla.org/firefox). Off-campus students should install the latest versions of these browsers. On campus, students can use whichever versions are installed in their local computer lab.

ADOBE ACROBAT READER

Adobe Acrobat Reader is a free program that lets you view, navigate, and print PDF files such as the DGTL12008 Study Guide. You can download Adobe Acrobat Reader from the Adobe website at https://www.adobe.com

Assessment Tasks

1 Assignment 1: Design Specification Document, Mobile User Interface Design Prototype, and Online Peer Feedback

Assessment Type

Written Assessment

Task Description

Assignment One challenges you to prepare a comprehensive 'Design Specification Document' and a User Interface (UI) prototype for a new and exciting mobile application that you will develop for Assignment Two. Mobile applications that are innovative, commercially feasible and fill a gap in the market will be considered more favourably.

Assessment Due Date
Week 6 Friday (26 Aug 2022) 11:59 pm AEST

Return Date to Students
Week 8 Friday (9 Sept 2022)

Weighting
40%

Assessment Criteria
Assignment 1 is broken into three (3) separate, but related, tasks:

1. Task A: Design Specification Document
2. Task B: Mobile User Interface Design Prototype
3. Task C: Online Peer-Review

Task A: Design Specification Document (1500-2000 words)
For this first task, you will develop a *Design Specification Document* which will lay the foundation for the development of a prototype mobile application in Assignment 2.

- The mobile application that you are propose in this document should serve a purpose in one of the following areas:
  - education
  - business
  - industry work-cycle
  - lifestyle e.g. fitness, food, travel
  - gaming
- If you would like to suggest another category e.g. 'health' you are welcome to confirm this with your unit coordinator.
- Document will be developed in Microsoft Word (or similar).
- Wordcount is to be between 1500-2000 words.
- Document must be presented professionally. This means that you will include the following information on your title page:
  - unit code & name;
  - assignment number & title;
  - student name; and
  - student number, and
  - due date.

- Ensure you include a header & footer (page number in the footer).
- Ensure you use logical headings & sub-headings within your document (provide signposts for the reader). Suggestions are:

  - Introduction
  - Functional Requirements
  - Navigation Map
  - Prototype User Interface Design (Refer to task B: User Interface Prototype)
  - Schedule / Timeline
  - References
  - Appendix (refer to Task C: Online Peer-Review)

- You are encouraged to include supporting illustrations, diagrams, tables or flowcharts within your document to clarify ideas or functionality.
- Ensure that you pay credit to ALL information or ideas that you use in your assignment by using the APA referencing scheme in accordance with the assessment criteria.
- Ensure that you include the results from Task C (Online Peer-Review) in the Appendix of your document.
- Ensure you proofread your work. As a future developer you are expected to have an eye for detail (if you make simple mistakes in your writing, what might happen in your code?)

Task B: Mobile User Interface Design Prototype
Drawing on information from Task A (Design Specification Document) design and develop a user interface for the mobile application that you intend to prototype for Assignment Two.

- The user interface design must correspond to the 'Navigation Map' which was included in Task A.
- During the term you will learn about recommended mobile user interface guidelines, it is VITAL that you follow these principles when developing your user interface designs for this task.
- It is strongly recommended that you use Adobe XD (part of the Adobe Creative Cloud subscription) for the

purpose of designing and creating the mobile user interface for your mobile app. However, you are welcome to use another prototyping tool if you choose (if you are unsure, check with the Unit Coordinator).

Task C: Online Peer-Review
For the final task in Assignment 1 you will share your mobile user interface design prototype (Task B) on the DGTL12008 unit website forum for feedback from your peers. Additionally, you will write a 150-300 review for three of your peers by addressing the following questions:

- Does the overall design of the user interface show an aesthetic and minimalist approach?
- Does the mobile app's user interface design facilitate a good user experience?
- Does the mobile app's user interface give the user a degree of control and freedom?
- Are the images/icons/buttons/instructions easy to recognise and understand?
- Are there any suggestions that should be made to improve the user experience navigation?

Referencing Style

- [American Psychological Association 7th Edition (APA 7th edition)](#)

Submission
Online

Submission Instructions
Please refer to the unit website for assignment submission instructions

Learning Outcomes Assessed

- explain key features of the mobile industry, mobile technologies, mobile devices and mobile platforms
- create user interfaces and navigation controls for mobile applications
- design, implement, test and debug mobile applications.

Graduate Attributes

- Communication
- Problem Solving
- Critical Thinking
- Information Literacy
- Information Technology Competence
- Cross Cultural Competence
- Ethical practice

2 Assignment 2: Prototype Mobile Application and Written Report

Assessment Type
Practical Assessment

Task Description
Assignment 2 consists of two (2) related tasks:

1. Task A: Prototype Mobile Application, and
2. Task B: Written Report (800-1000 words)

Task A: Prototype Mobile Application
For this first task you will create a prototype for the mobile application that you proposed in Assignment 1. As previously stated, the best prototypes are innovative, serve a specific purpose such as solving a researched problem, or fill an identified gap in the market. Additionally, mobile applications should afford the user with tangible benefits e.g. lowering costs; improving productivity; creating new income streams, or improving customer service or workflow.
You must implement your mobile application using HTML5, CSS, and JavaScript. During the term you will learn about mobile application development using tools such as IONIC and REACT, and it is strongly advised that you use these for the development of your prototype. If you intend to use other development tools, you must obtain permission from the unit coordinator. Please be aware that a 'drag and drop' no-code application development tool is NOT recommended for this assessment, and will result in students not receiving any marks for this assessment task. Furthermore, ALL content and media elements within your prototype must be original i.e. created by YOU.
As a minimum, your mobile app will include the following:

- A logical, consistent and usable navigation system.
- Content that aligns with the purpose of your mobile application prototype.
- Well-designed elements such as icons and images, which allow the user to intuitively and easily interact with your application.
- An interactive form that allows the user to fill out their information.

It is important that the content, commands, and layout of information within your mobile app match the placement and composition of your chosen mobile operating system. Similarly, images, fonts, colours, shapes, textures, and other design elements should match the mobile application theme.

You can find more information about this task on the unit website.

Task B: Written Report (800-1000 words)

You are required to submit a written report of 800-1000 words that documents the design and development of your prototype mobile application.

- Your report will be prepared as a Microsoft Word document titled '*Lastname_Report.docx*' *(*where 'Lastname' is replaced with your surname).

- Ensure you use logical headings & sub-headings within your document (provide signposts for the reader). Suggestions are:

    - Introduction
    - Resources
    - Challenges
    - Lessons Learned
    - Conclusions
    - References
    - Appendix (for additional supporting materials - if required)

- Ensure that you pay credit to ALL information or ideas that you use in your assignment by using the APA referencing scheme in accordance with the assessment criteria.
- Ensure you proofread your work. As a future developer you are expected to have an eye for detail (if you make simple mistakes in your writing, what might happen in your code?)

Assessment Due Date

Week 12 Friday (7 Oct 2022) 11:59 pm AEST

Return Date to Students

Exam Week Friday (21 Oct 2022)

Weighting

60%

Assessment Criteria
Allocation of marks:

- Conceptualisation - 10 Marks
- Functionality - 10 Marks
- Style and media elements (all content is to be original) - 10 Marks
- Coding - 10 Marks
- Innovation - 10 Marks
- Professionally presented report (content, clarity and completeness) - 10 Marks

Referencing Style

- [American Psychological Association 7th Edition (APA 7th edition)](#)

Submission

Online

Submission Instructions

Please refer to the unit website for assignment submission instructions

Learning Outcomes Assessed

- explain key features of the mobile industry, mobile technologies, mobile devices and mobile platforms
- develop and optimise content for mobile devices
- create user interfaces and navigation controls for mobile applications
- design, implement, test and debug mobile applications.

Graduate Attributes

- Communication
- Problem Solving
- Critical Thinking
- Information Literacy

- Information Technology Competence
- Cross Cultural Competence
- Ethical practice

Academic Integrity Statement

As a CQUniversity student you are expected to act honestly in all aspects of your academic work.

Any assessable work undertaken or submitted for review or assessment must be your own work. Assessable work is any type of work you do to meet the assessment requirements in the unit, including draft work submitted for review and feedback and final work to be assessed.

When you use the ideas, words or data of others in your assessment, you must thoroughly and clearly acknowledge the source of this information by using the correct referencing style for your unit. Using others' work without proper acknowledgement may be considered a form of intellectual dishonesty.

Participating honestly, respectfully, responsibly, and fairly in your university study ensures the CQUniversity qualification you earn will be valued as a true indication of your individual academic achievement and will continue to receive the respect and recognition it deserves.

As a student, you are responsible for reading and following CQUniversity's policies, including the **Student Academic Integrity Policy and Procedure**. This policy sets out CQUniversity's expectations of you to act with integrity, examples of academic integrity breaches to avoid, the processes used to address alleged breaches of academic integrity, and potential penalties.

What is a breach of academic integrity?
A breach of academic integrity includes but is not limited to plagiarism, self-plagiarism, collusion, cheating, contract cheating, and academic misconduct. The Student Academic Integrity Policy and Procedure defines what these terms mean and gives examples.

Why is academic integrity important?
A breach of academic integrity may result in one or more penalties, including suspension or even expulsion from the University. It can also have negative implications for student visas and future enrolment at CQUniversity or elsewhere. Students who engage in contract cheating also risk being blackmailed by contract cheating services.

Where can I get assistance?
For academic advice and guidance, the Academic Learning Centre (ALC) can support you in becoming confident in completing assessments with integrity and of high standard.

What can you do to act with integrity?

Be Honest
If your assessment task is done by someone else, it would be dishonest of you to claim it as your own

Seek Help
If you are not sure about how to cite or reference in essays, reports etc, then seek help from your lecturer, the library or the Academic Learning Centre (ALC)

Produce Original Work
Originality comes from your ability to read widely, think critically, and apply your gained knowledge to address a question or problem