

WELCOME

Our names are Leigh Fuller and Geoff Harmer, we run the IT & Computer Science courses you have applied for at Andover College. We will be your lecturers when you join us in September and will endeavour to help you develop the skills needed to work in a Technological based environment or move onto University.

Over the next ten weeks, we will be setting you weekly tasks here on this page.

We will have two streams of work which you can choose from, both of which are covered in more depths in the Level 2 and Level 3 qualifications in Computing and ICT.

You should choose the most appropriate weekly activity to your prospective study, however more importantly, you should just be as inventive as your current situation allows and not worry if you don't have access to all the resources. For some of the tasks you will need access to the internet to view and or use online applications.

Please select and follow whichever stream interests you the most, if you are unsure which to choose you can carry out both tasks, it's not a problem.

Remember, at this point, we are just trying to help you to further develop your skills. Once in the classroom at college, you will have more access to more resources, and we will be able to get to know you better.

Option 1

Week 1 – Animation Research

The first week's task is a bit of research. I would like you to watch lots of different styles of animation.

Make a list of as many different types of animations that are out there. You should compile your list in a table as I have done below;

Name	Run Time	Link	Animation Type	Software Used
Distortion	01:45	https://youtu.be/tZqIQmdSa1E	Stop Motion	Dragonframe
...				

Option 2 – Mobile App Design and Development

Your Week 1 – Activity 1

APP IDEAS

Your first task is to come up with some idea for a NEW APP. At the present time most of us need to 'Stay In', this means boredom is setting in, could your App be the one that keeps people occupied?



Step 1 Idea & Goals

A mobile app should be based on problem-solving for users' activity. It should be handy and tempt people to play with it. Ask yourself - why do you think people will use your app? What does your app do, basically? What category is it in?

Create a document which outlines your App Ideas.

You will need to consider:

1. What will your App do?
2. Why do you think people will use your App?
3. What problem would your App solve?
4. What category is it in, some are listed below?
 - Entertainment.
 - Games.
 - News.
 - Productivity.
 - Lifestyle.
 - Social Networking.

Your Week 2 – Activity 2

RESEARCH

Step 2 Research

Conduct proper market research, identify competitors and their strong sides. Try to find ways your app can stand out, identify your target audience.

