Swift iGame

Over the past decade, programming has changed from creating software that is undertaken by large software companies to the development of apps that change swiftly and adapt to the needs of any user – addressing a single issue rather than trying to cover many elements. In this course, you will explore the world of Apps analysis, design, development and evaluation. You will complete tutorials that help you become familiar with the Swift programming language that is used by Apple Developers worldwide and you will join this legion of programmers. Once you complete your tutorials, you will decide on your area of development and evaluate the current market of Apps to create and publish your own App.

Having defined your niche market, you will create your App using the processes of the problem solving methodology. Through direct instructions, internet research and a "hands on approach", you will create your own software and programming rigour. The project that you work on is something that you define as a result of your investigation into the pool of Apps that exist. This is a subject that you control from start to finish.

Generic skills that are considered across all the subjects in the Digital Technology area include::
● Understand and apply the problem solving methodology
● Project Management – plan and monitor the progress of extended tasks
● File management and backup procedures
● Apply appropriate formats and conventions
● Understand social and ethical responsibilities as users of ICT

Subject specific skills are:
● You will learn to explore and take risks with creative thinking, make new connections, seek alternatives and use your imagination
● You will broaden knowledge and engage with contentious, ambiguous, novel and complex ideas
● You will use specific terms to discuss thinking processes, use tools appropriate to particular tasks, and evaluate their effectiveness

Please Note: A materials levy applies to this subject (see Subject Cost Schedule for details).