Building Mobile Apps with AppInventor

UON CS4PS

Presented by Daniel Hickmott

Session Plan

- Presentation: Overview of Mobile Apps & AppInventor (~15 minutes)

- Hands-On Activities (~1 hour)

Presentation Contents

- What is AppInventor?

- How is AppInventor Used in Education?

- What Can You Create with AppInventor?

- Alternatives to AppInventor

- Activities

What is AppInventor?

- A Visual Programming language that can be used to create Android apps

- Allows you to interact with phones' and tablets':

  - Accelerometer sensor

  - GPS

- All you need is a Google account – you don't even need a mobile or tablet!

AppInventor in K - 12

- Introducing students to Computer Science[1]

- App competitions[2]

- Making games to learn different subjects[3]

---

[1] http://appinventor.mit.edu/explore/stories/girls-code.html

[2] http://appinventor.mit.edu/explore/stories/computer-app.html

[3] http://appinventor.mit.edu/explore/stories/deerfield.html

AppInventor App Examples

- Taking pictures of, and reporting, graffiti in the local area[4]

- Guiding visually impaired students around a school, using voice navigation[5]

- Locating the bus a student is on, so that their parents know they will get home safely[6]

---

[4] http://appinventor.mit.edu/explore/stories/east-palo-alto-girls-create-app-clean-graffiti-trash.html

[5] http://appinventor.mit.edu/explore/stories/resca-middle.html

[6] http://appinventor.mit.edu/explore/stories/k-8-division-international-app-winner.html

Alternatives to AppInventor

- Desktop / iOS / Android / Windows Phone:

  - TouchDevelop

- iOS:

  - Codea

  - Hopscotch

Activities

- Four activities:

  1. Connecting the tablet

  2. HelloPurr

  3. Magic 8-Ball

  4. Making Pong

- Let us know if you have any questions