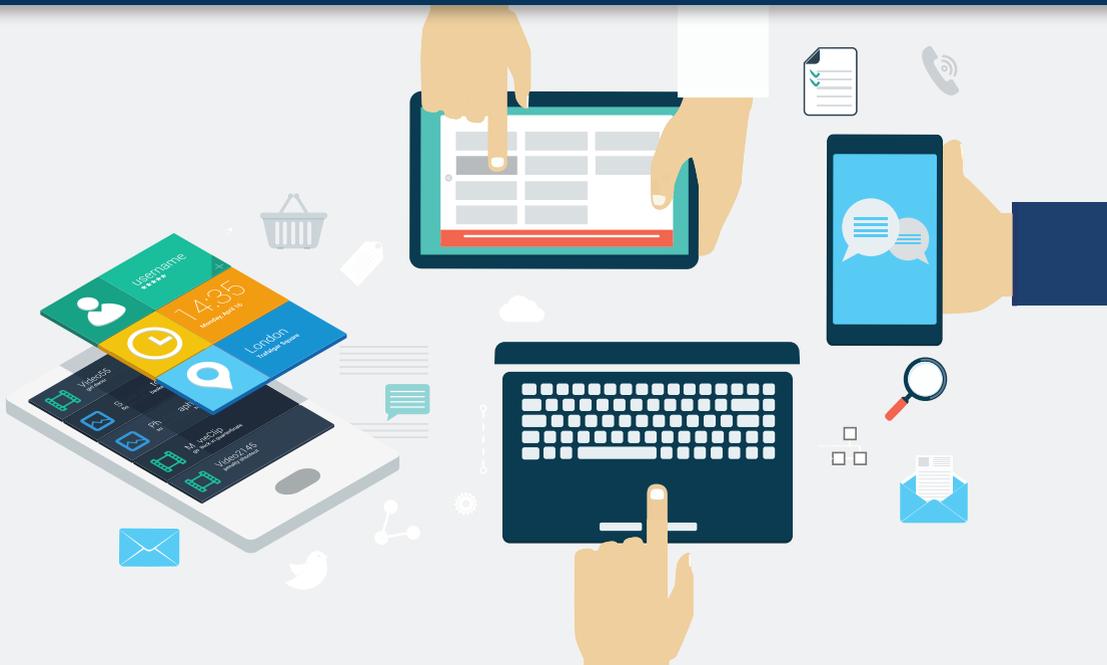


NEW IN  
2015!



# Hagley SCHOOL OF *Apps*

*Creative thinking for the mobile world.*



Information Booklet

# HAGLEY School of Apps

Do you love the new mobile technological age?  
Do you want to put your creative skills into designing apps for the mobile world?

Whether you wish to pursue a creative technical pathway at tertiary level, start your own business designing and making apps, or simply love working with others in a strong, creative, computer-based environment, this is the course for you. The Hagley School of Apps will provide you with an innovative environment to put your ideas for apps into practice. The course provides opportunities for individual and group work as well as real-life design scenarios focusing on the analysis, design and testing phases of app development.

## COURSE COMPONENTS

### You will:

- Turn your initial ideas into agreed requirements
- Document your app design
- Build your app
- Test your ideas and your designs

### You will be exposed to and learn new skills in:

- Collaborating with others
- Communicating and presenting ideas to others
- Project management techniques
- Ethical, moral and social considerations in app development

### You will have opportunities to:

- Create apps for stakeholders
- Work as an individual and within teams
- Create a portfolio of your apps



# FAQ

## WHAT IS THE SCHOOL OF APPS ABOUT?

The Hagley School of Apps is a brand new 20 hour immersive school within a school. The main theme of the course is to study, design and create mobile applications relevant to the world that the students are growing up in. The corner stones of this new school are centered around five guiding principles; Creativity/Creative Design, Critical thinking, Self-Management, Collaboration and Communication.

All activities that take place during the year will be guided by these principles. The outcome from the course is for every student to have a portfolio of skills and designed mobile apps (both at creative design and full prototype stage).



## WHERE DID THE IDEA COME FROM?

The idea for this new school came from seminars and discussions involving the need for more creative skills in the work place in coming years especially with regards to creative use and designing of digital technologies.

This school takes account of this skill shortage, positions it in the mobile world (one that many students are familiar and comfortable with) and combines with Hagley's experience of immersive programmes.



## WHO IS IT AIMED AT?

This school is aimed at self-motivated, Year 13 students who already have an interest in application development or have creative ideas that they would like to put into practice. All projects will be aimed at achieving NCEA level 3 and success at this level would provide 60+ credits needed for University entrance.

Students will be expected to either have some experience already in computer coding or will have a strong desire to learn the skills that are needed. All students will be expected to bring creative ideas with them to the course so that they can start exploring the practicalities of their ideas and the skills required at the very start of the year.

Although the school is primarily a one year school for Year 13 students there is still scope for certain Year 12 students to apply who may wish to take two full years to complete their School of Apps studies (the requirement for 20 hours per week within the School of Apps remains though).



## WHAT MAKES THE SCHOOL OF APPS DIFFERENT?

The School of Apps is a facilitated course rather than a taught course and the environment that is being created is more akin to a start-up business than a classroom. Students will be expected to work for real stakeholders, to tight project deadlines and gain the skills necessary for all activities. There will always be a teacher present to guide students but few lessons will be traditionally taught.

Students will be expected to work on projects outside of the class hours to meet deadlines or to keep their skills current.

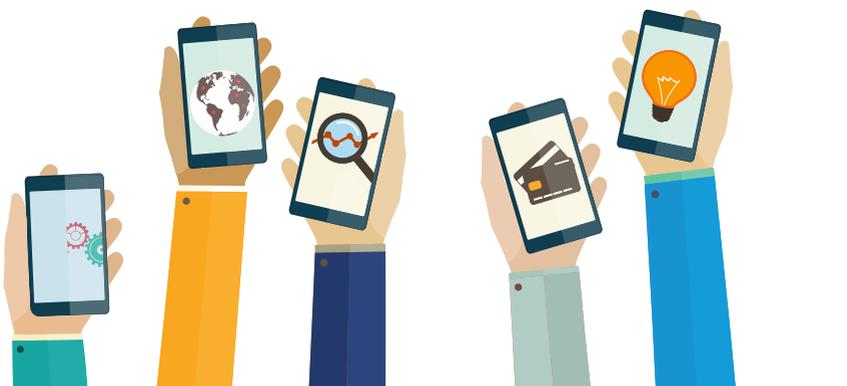
This course follows solid business practice principles for software delivery and e.g. project management but unlike many other computer based technology courses, encourages creativity and following a student's own passion.



## WHAT WILL STUDENTS BE DOING ON A DAILY BASIS?

Throughout the year students will be working on one or more key projects including team and individual mobile app design projects (following a full software design cycle), researching and reviewing of current apps, designing and 'blue-sky thinking' apps for future users and for eg proposed wearable computing. A strong emphasis is placed on communicating ideas and viewpoints via presentations to a variety of groups and audiences.

When students are not directly occupied with a project they will be upgrading their technical design skills and knowledge within the mobile application field.

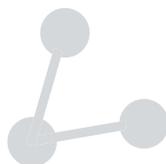


## WHAT ARE THE PATHWAYS FROM THE COURSE?

*The pathways from the course are varied including:*

- University entrance
- Further tertiary study possibly with a stronger emphasis on traditional Computer Sciences
- The commercial software industry

For some it may be straight into self-employment to carry further their design skills in the mobile apps world!



## THE DETAILS:



COST

**250** Enrolment fee may apply



ENTRY REQUIREMENTS

Some skills in computer coding desirable, or by HOD discretion.

Interview required.

Experience or drive for self-managed learning.

Student must provide own high-spec laptop (to be agreed with HOD).



QUALIFICATION

NCEA Level 3 (minimum 60 credits)

University Entrance



HOURS PER WEEK

**20HRS**



**For further information or to apply, please contact:**

**Sue McLachlan - Teacher in Charge**

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