

App Design & Development

Course guide 2026-2027

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| Semester | Fall (semester 1) |
| Inholland location | Haarlem |
| Inholland faculty | Engineering, Design and Computing |
| Language of instruction | English |
| Cycle | Bachelor level |
| Number of ECTS | 30 |

Courses

| Subject title | ECTS | Course code |
|--|------|-------------|
| Project Design | 6 | 1925ADPRDZ |
| Frontend Development 1: React & React Native | 5 | 1925ADFD1Z |
| Psychology of Interaction | 2 | 1925ADPOIZ |
| Research: Requirements & Design | 2 | 1922MOBL8Z |
| Project Implementation | 11 | 1925ADPRIZ |
| Frontend Development 2: Accessibility & Security | 2 | 1925ADFD2Z |
| Research: Implementation & Validation | 2 | 1922MOBL6Z |

Course contents

The goal of this minor is to teach students how to design, develop, and implement a cross-platform mobile app for an external client, with a strong focus on UX/UI and modern software development methodologies.

Learning outcomes

The student is able to develop a cross-platform app in a process that spans from conducting interviews and performing requirements analysis to ultimately programming the app and making it available to others.

To achieve this goal, the student is able to:

- Gather and analyse requirements
- Advise on an appropriate solution
- Translate recommendations into a design that is ultimately delivered as an interactive prototype (user interface aspect) and a technical design (software aspect)
- Test whether the design and the final application meet the defined requirements.
- Implement the design as a React Native app
- Design and creating automated tests for both code and user interface
- Set up an appropriate CI/CD process

Mode of delivery, planned activities and teaching methods

The core of the minor consists of a group project for an external client, which provides the opportunity to work on real-life realistic problems.

- Do research with your project group to determine requirements, translate these into a well-substantiated design for a mobile app, and develop the app in React Native.
- Supported by lectures on theory combined with practical exercises

Prerequisites and co-requisites

Requirements:

- Bachelor ICT 3rd year or 4th year
- Experience with programming
- Experience with UX design software, preferably Figma

Recommended but not required:

- Experience with writing research papers
- Familiarity with Design thinking

Assessment methods and criteria

- Project assessment for the project design phase, consisting of a written report and a presentation of the app design created in Figma.
- Project assessment for the project implementation phase, consisting of a written report, a code review and a presentation of the created app.
- Written exam for React, take-home assignment for React Native.
- Paper for Psychology of Interaction
- Paper for Frontend Development 2

All assessments must be completed with a sufficient grade (55 or higher).

Lecturer(s)

Teachers of the Information Technology study program (Haarlem) and guest lecturers from the field of App Development provide lectures.

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