

**WORLD SKILLS SINGAPORE 2023**  
**TECHNICAL DESCRIPTION**  
**MOBILE APPLICATIONS DEVELOPMENT**



**Skills Competition**

1. This competition covers the full development of a mobile application.
2. Conducted as an individual event, competitors are given 16 hours over 3 days to compete the Test Projects for this competition (27 – 29 Sep 2023). The Familiarization session will be on 25 Sep 2023.
3. The competitors will be required to perform demand analysis, create preliminary design and development of the mobile application, develop core function modules as well as test and delivery the mobile application.

**Scope of Work**

4. Competitors must be able to demonstrate competences in the following areas:
  - 4.1 Design
  - 4.2 Development
  - 4.3 Testing and Delivery

**Test Project Design Requirements**

5. Test project modules are to be developed within the framework of the WorldSkills Occupational Standards. Topic can be entertainment, life, health, socializing, journalism, etc.

Module	Assessment Devices	Time (Hours)
Design	Adobe XD	5
Development	Emulator	5
Testing and Delivery	Emulator	3

The three modules are developed under the same topic and based on an offline development system environment. The Android emulators are: Pixel 5 (Android R) and Pixel C (Android R), and the iOS emulators are: iPhone 11 (iOS 16.4) and iPad Pro, 9.7 inch (iOS 16.4).

**WORLDSKILLS SINGAPORE 2023**  
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**MOBILE APPLICATIONS DEVELOPMENT**



i) Design (C1)

The competitor needs to know and understand:

- Characteristics and advantages of various development platforms (e.g., iOS, Android)
- The behaviors of mobile application users
- Impact of the features on mobile application products (e.g., size and various parameters)
- Principles and applications of design thinking processes
- The design methods of user interface (UI)
- The design methods of user experience (UE/UX)
- Principles and applications of framework design
- The means of selecting "what works best"
- The design of test plans and procedures
- Principles and applications for creating systems architecture
- The interaction of platforms and systems architecture
- The basis for selecting modules provided by the web services
- Mobile platform system mechanism (Android or iOS)
- SDK architecture and its usage
- Application code frameworks
- Web service, Socket, https protocols
- Architecture design, development, testing, tuning and other technologies, and the use of related tools
- Industry trends and developments, including new platforms, development languages, protocols, and technologies

**WORLD SKILLS SINGAPORE 2023**  
**TECHNICAL DESCRIPTION**  
**MOBILE APPLICATIONS DEVELOPMENT**



ii) Core Function Modules Development (C2)

The competitor needs to know and understand:

- Characteristics and advantages of various development platforms (e.g., iOS, Android)
- The behaviors of mobile application users
- Impact of the features on mobile application products (e.g., size and various parameters)
- Principles and applications of design thinking processes
- The design methods of user interface (UI)
- The design methods of user experience (UE/UX)
- Principles and applications of framework design
- The principles and applications of version control
- Specifications for writing codes
- Principles and applications for creating systems architecture
- The interaction of platforms and systems architecture
- The basis for selecting modules provided by the web services
- Mobile platform system mechanism (Android or iOS)
- SDK architecture and its usage
- Application code frameworks
- Commonly used underlying libraries
- Programme compatibility on various terminal devices
- Web service, Socket, https) protocols
- Database design, SQL query language
- RESTful API design, XML and JSON data format
- Architecture design, development, testing, tuning and other technologies, and the use of related tools
- Basic principles and common design patterns of object-oriented design
- Industry trends and developments, including new platforms, development languages, protocols, and technologies
- The coding specifications and importance of mobile application codes
- Capability of smart terminals such as cameras, GPS, gyroscopes, accelerometers, and Bluetooth
- Visualized data presentation skills (e.g., pie charts, histograms, line graphs, etc.)

*The organizers reserve the right to update the Technical Description whenever necessary*

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- Prompted issues from the system and intelligent terminals
- Principle of 2D and 3D design of animation
- Mathematical aptitude
- Mobile applications' fault-finding skills.
- Encryption, decryption, signature, etc. of data communication between user terminal and server

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**TECHNICAL DESCRIPTION**  
**MOBILE APPLICATIONS DEVELOPMENT**



*iii) Testing and Delivery (C3)*

The competitor needs to know and understand:

- Principles and procedures for product reviews using a range of specialized measures and procedures
- Principles and applications for evaluating efficiency and effectiveness
- Principles and methods for personal performance review
- Principles and techniques for continuous improvement and optimization.
- Performing unit test the existing application source program for troubleshooting
- Optimizing the application according to the existing test cases to ensure that the application passes the test and generate a test report
- Producing presentation documents to report the product development to customers

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**TECHNICAL DESCRIPTION**  
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**Assessment Criteria**

Competitors will be assessed based on measurement (objective) and judgement (subjective) marking.

The assessment criteria and relative weighting of marks for tasks are as follows:

Test Project		Relative Weightage
i	Work organization and management	8%
ii	Communication and interpersonal skills	7%
iii	Initial planning, design and test framework	30%
iv	System architecture planning	15%
v	Implementation and product development	30%
vi	Final product tests, troubleshooting and optimization	10%
Total		100%

**Major Tools & Materials**

6. The following materials, equipment and software will be used in the competition depending on the option chosen by the competitor prior to the competition:

6.1. Materials

The following materials will be supplied to each competitor in the competition:

- Removable data storage media;
- Stationary for documentation purposes; and
- Consumables where required for the project(s).

6.2. Equipment

The following hardware would be provided:

- High performance PC

**WORLDSKILLS SINGAPORE 2023**  
**TECHNICAL DESCRIPTION**  
**MOBILE APPLICATIONS DEVELOPMENT**



6.3. Software

The following software would be provided depending on the option chosen by the competitor prior to the competition:

Option A

- Net Framework 4.8 or later
- JDK 8 or above
- Android Studio (Flamingo) or later
- Microsoft Office 2019 X64 or later
- Microsoft Visual Studio 2019 v16.3 with Xamarin or later
- Adobe XD
- Sourcetree (Git Desktop Client)

Option B

- JetBrains AppCode (1.3) or later
- Microsoft Office (MacOS)
- MacOS Mojave
- Xcode 10.0 or above
- Apple Developer Account,
- Android Studio (MacOS)
- Adobe XD
- Sourcetree (Git Desktop Client)