



**MOBILE APPLICATION**  
Design & Development

## **MAD9145 – Applied Project Course**

### **Algonquin College**

#### **Client Project Terms & Conditions**

##### **Client**

An organization or individual requesting mobile web or application design and development work to be completed by the students of the Applied Projects – MAD9145 course within the Mobile Application Design & Development Diploma program of Algonquin College.

##### **Designers & Developers**

Students of Applied Projects – MAD9145 from whom a product will be requested by the Client(s), and who will complete the work over a 14-week term.

##### **Instructor & Project Director**

The teacher, professor or instructor of Applied Projects – MAD9145, who will function as mentor, art director and project coordinator and who may liaise for Client(s) and Designer(s) and Project Leads for all projects.

##### **Program Coordinator (or Co-Coordinator)**

A representative from Mobile Application Design & Development diploma program, who oversees student work, with whom the Client may liaise as needed.

##### **The Environment**

This class is designed to simulate a mobile design & development working environment, which prepares students for graduation by providing them hands-on experience in real-world situations including design and development tasks, client meetings, design presentations, collaborations, timesheet recording, deadlines and time-management. Students will have various milestones which will include design documents, client approvals, prototypes, beta versions, and reports on their work in progress.

## Prototypes

The creation of Prototypes is project dependent but they are intended to be a representation of the final deliverable (web site or mobile application) in some format that the user can interact with. The prototypes delivered can range from a graphic simulation of an application, to a series of documents, to a simple app with static non-changing content. In most cases, prototypes are delivered in a way that does not require additional hardware or software for the Client to view.

## **It is imperative that Clients understand the nature and limitations of the Applied Projects environment.**

The students are in a diploma-level study program and while many students enter this program with prior professional experience there is no guarantee of any knowledge beyond the scope of what they are taught in the first three semesters. Some students will have had past experience working with Clients, while others have not. Each student will be placed in a group, and assigned to a Client project by the teacher, professor, instructor, or coordinator for the skills they can offer, for those they wish to build upon, and for the challenge the project will offer. They will be learning and practicing in parallel with other classes during the school term.

The goal of the class is to familiarize the students with the Designer-Developer-Client relationship and build upon their professional and personal skills while applying their creative talents. The students are expected to work with a high level of professionalism at all times, and they will be the primary contact for Clients, once projects are initiated.

If at any time a Client has a concern regarding the project, the Instructor(s) of the MAD9145 Applied Projects course should be contacted as soon as possible to ensure a resolution can be met, and the project can continue.

## Credit

When and where possible, credit will be given to the student(s) who worked on the project. The students will be allowed to make use of the final product as part of their portfolio work.

The Student(s) agree that Client may publish their work and name(s) and may use at any time in any future endeavors.

## Limitations of Student Work

**The Client must be aware of the time constraints of the project** and be available to respond to emails, requests, product reviews and overall projects reviews in a timely fashion. This may include face-to-face meetings, phone calls, or web conferences, as necessary. Due to the limited time for students to complete the project, *there is a possibility that not all of the original objectives of the project may be met*. No warranty can be made on project outcomes. The Teacher, Professor, or Instructor who directs the course will make every reasonable effort to help the students define a manageable set of milestones and deliverables for the Client.

While every reasonable effort will be made to produce a completed project for the client, the primary purpose of the project is educational and educational goals must take precedence.

Due to the limited nature of the work, no financial obligations will be placed on the Client for the work completed by the Designers and Developers, as part of the Applied Project Course. Due to the lack of warranty on the project outcomes, the Client cannot expect any financial remuneration from the students, the program or the College for incomplete project work. For this project, there is no need for any financial exchange between the College and the Client.

## **Client Responsibilities**

Clients will be asked to submit two feedback forms on the work completed by the Designer/Developer(s), and the overall process.

Clients are expected to be willing to spend approximately one hour per week, as needed, to review work provided by the students, to hold meetings with the students, and to answer questions from their project team.

If additional software purchases or licences are required for the project to be completed, then the Client will be responsible for these purchases. No purchases will be made without the express written permission of the Client.

*The Client assumes all liability and responsibility for the use of the completed project work following the end of the Applied Project course.*

## **App Store Uploads and Releases**

While most projects will include the creation of mobile applications, the scope of the project work does NOT include the release of applications on the various commercial app stores, such as Apple's App Store or Google Play.

The student goal will be to create applications which are as ready as possible to be submitted to the app store.

Clients will need to have their own business accounts with any App Store where they want to publish their apps.

Clients may, at their own discretion, hire students after the term has ended to assist with launching apps or updating, enhancing, or maintaining future versions of these applications.

## **Ownership and Copyright**

Any and all designs, illustrations, photographs, video segments, audio clips, music, code, text must be original or from College or Program copyright owned sources.

Elements provided by the Client for inclusion in the project, must be under a current license or copyright agreement by the Client. The Students, Instructor, Program Coordinator, and Algonquin College are not responsible for misuse of licensed materials and/or images or infringement of copyrighted materials provided by the Client. It is strongly recommended that all parties use original artwork and designs whenever possible in order to avoid potential license issues.

The Students will forfeit all ownership rights, including all intellectual property rights, in and to the products, and the Client may alter, modify or revise the designs or functionality of the project deliverables after project

completion, as desired. The Client is free to enter into other arrangements with the students regarding future work, following the completion of the semester and the Applied Project course.

**The Client has no obligation to use the products provided for any purpose whatsoever.**

## **Agreement**

**I have read the above terms and conditions and agree as outlined above.**

Organization: \_\_\_\_\_

Name (please print): \_\_\_\_\_

Signature: \_\_\_\_\_

Date: \_\_\_\_\_

Program Coordinator Signature: \_\_\_\_\_