



CODELABS ACADEMY

TECHNOLOGY & PROFESSIONAL SKILLS TRAINING DIVISION

"Practical Skills. Real Projects. Career Ready."

OFFICIAL COURSE OUTLINE

Certified Mobile Application Developer

Design, build and publish real mobile applications for phones and tablets.

Rolling Intake ENROLLMENT	2 Months DURATION	Beginner to Practitioner LEVEL	Live Online Classes DELIVERY MODE
10 to 12 hrs / week ESTIMATED WEEKLY EFFORT	Codelabs Academy Certificate CREDENTIAL AWARDED	Mobile Development CATEGORY	Juba, South Sudan DELIVERED FROM

I. About This Programme

This programme is delivered by Codelabs Academy, the training division of Codelabs, a South Sudan based technology company. Classes are taught by Codelabs engineers and working technology professionals, live and online, so instruction stays grounded in how the work is actually carried out in practice rather than in theory alone.

II. Who This Programme Is For

Beginners with no prior coding experience through to developers who want a structured path into cross platform mobile development.

Entry Requirements

- A laptop or computer with a stable internet connection
- A smartphone for testing apps as you build them
- No prior coding experience required, this program starts from the fundamentals
- Commitment to attend live classes and complete project work

III. Programme Description

Mobile apps are how most people in South Sudan and across Africa actually access the internet, which makes mobile development one of the most practical, in demand skills a developer can build.

This programme moves from the fundamentals of mobile interface design through to building and publishing complete, working applications, using the same tools professional mobile developers use.

IV. Learning Outcomes

Measurable Outcome	Demonstrated Via
Design mobile interfaces that follow sound usability principles.	Unit I Practicum
Build functional, multi screen cross platform applications.	Unit II Practicum
Integrate an application with external APIs and device features.	Unit III Practicum
Test, debug and prepare an application for app store submission.	Unit IV Capstone
Present a complete, working mobile application as a portfolio piece.	Capstone Review

V. Core Curriculum: Weekly Modules

UNIT I

Mobile Design Foundations

Weeks 1 to 2

“What makes an app feel natural to use on a small touch screen?”

Topics Covered

- Mobile interface design principles
- Navigation patterns and user flows
- Introduction to cross platform development
- Setting up a development environment

Lab Practicum · Estimated 10 hrs

Design and build the screens for a sample application.

UNIT II

Building Functional Apps

Weeks 3 to 4

“How does an app remember what the user has done as they move between screens?”

Topics Covered

- Component based app development
- State management in mobile apps
- Working with forms and user input
- Local data storage

Lab Practicum · Estimated 12 hrs

Build a functional, multi screen application.

UNIT III

APIs, Data & Device Features

Weeks 5 to 6

“How does an app reach beyond the device it is running on?”

Topics Covered

- Connecting an app to a backend API
- Handling real time and remote data
- Using camera, location and notifications
- Managing permissions and device capabilities

Lab Practicum · Estimated 14 hrs

Build an app that consumes a live API and uses at least one device feature.

UNIT IV

Testing, Publishing & Capstone

Weeks 7 to 8

“What stands between a working app on your own phone and one in an app store?”

Topics Covered

- Testing and debugging mobile applications
- Preparing an app for release
- App store submission requirements
- Final capstone build and presentation

Lab Practicum · Estimated 14 hrs

Capstone: finish, test and prepare a complete mobile application for publishing.

VI. Weekly Time Commitment

Activity	Hours per Week
Live Instructor Led Classes	4.0 hrs / wk
Practical Lab & Project Work	4.0 hrs / wk
Self Study & Practice	2.5 hrs / wk
Peer Review & Consultation	1.5 hrs / wk

VII. Programme Progression

Phase I: Foundations (Weeks 1 to 2)

Building core concepts and comfort with the tools used throughout the programme.

Phase II: Core Skills (Weeks 3 to 4)

Developing the primary practical skills the certificate is built around.

Phase III: Applied Practice (Weeks 5 to 6)

Applying those skills to realistic tasks that mirror real working conditions.

Phase IV: Capstone and Certification (Weeks 7 to 8)

Completing a final project and assessment that leads to certification.

VIII. Assessment & Certification Criteria

Assessment Component	Weight
Weekly Lab Practicums (Units I to IV)	40%
Mid Programme Practical Assessment	15%
Final Capstone Project	35%
Participation & Professionalism	10%

Certification Bands

Band	Overall Score
Distinction	90% and above
Merit	75% to 89%
Pass	60% to 74%
Incomplete	Below 60%

IX. Programme Policies

Attendance & Make Up

Students are expected to attend all live sessions. Session recordings are made available afterward, and a student who misses a class may arrange a catch up session with their instructor before the next unit begins.

Original Work

All lab practicums and the capstone project must reflect the student's own understanding and effort. Students are encouraged to discuss approaches with peers, but submitted work must be completed individually unless a unit specifies group work.

Responsible Use of AI Tools

Students may use AI tools to support their learning, for example to research a concept or review their own work. Submitting AI generated work as a capstone project without a genuine understanding of how it functions does not meet the certification standard.

X. Tuition & Enrollment

\$300

TUITION

2 Months

PROGRAMME DURATION

What Is Included

- All live instructor led classes and lab practicums for the full programme
- Course materials and guided project briefs for every unit
- A Codelabs Academy certificate of completion upon meeting the Pass standard or above
- Admissions and scheduling support throughout the programme

To apply, visit codelabs.com.ss/academy/mobile-app-developer or contact Codelabs Academy admissions directly. Enrollment is ongoing, with a new cohort beginning monthly.

Mading Robin

Academy Director, Codelabs Academy

Date: _____