



INNOVATIVE PEDAGOGICAL PRACTICES - REPORT

Doc No:	CAHCET/AD/MCA/CF-04A
Rev. No & Issue No	00 & 01
Rev Date:	03.01.2025

Name of Subject & Code: MC25204 – Mobile Application Development

Year / Sem / Section: I/02/A

Topic: Unit 6 - iOS Application Development (Designing UI for iPhone and iPad)

Activity: Flipped Classroom

Date of Activity & Venue: 18.4.2026/Saturday/4 & I MCA Classroom

Objectives:

- To understand the principles of user interface design for iPhone and iPad applications.
- To learn the use of Storyboards and Interface Builder in Xcode.
- To develop skills in arranging UI elements such as buttons, labels, text fields, and images.
- To understand responsive design techniques for different screen sizes and orientations.
- To encourage self-learning, collaboration, and active participation through flipped classroom methodology.

Description of the Activity:

In this flipped classroom activity, the student studied the concepts of designing user interfaces for iPhone and iPad applications before attending the class. Learning materials such as videos, tutorials, and reading resources on Xcode, Storyboards, Auto Layout, and Interface Builder were provided in advance.

During the classroom session, the student actively participated in discussions and practical demonstrations on:

- Creating layouts using Storyboards.
- Adding and arranging UI components.
- Using Auto Layout constraints for responsive interfaces.
- Designing interfaces compatible with both iPhone and iPad devices.
- Connecting UI elements with Swift code using IBOutlets and IBActions.

The student also performed a hands-on activity by designing a simple mobile application interface in Xcode and presenting the design approach to peers and faculty.

Outcomes:

- The student gained practical knowledge of UI design principles in iOS application development.
- The student learned to use Storyboards and Interface Builder effectively.
- The student developed the ability to create responsive layouts for multiple Apple devices.
- The activity improved problem-solving, creativity, and presentation skills.
- The student demonstrated confidence in connecting UI components with Swift code.



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Feedback:

- The flipped classroom approach encouraged active learning and better engagement.
- Pre-class preparation helped the student understand the practical session more effectively.
- Hands-on practice improved the student's confidence in UI designing.
- The activity promoted collaborative learning and interactive discussion.
- Additional real-time examples and mini-projects could further enhance understanding.

Conclusion:

The flipped classroom activity on “Designing UI for iPhone and iPad” successfully enhanced the student's understanding of iOS user interface development. The activity provided both theoretical knowledge and practical exposure to designing responsive mobile interfaces using Xcode and Storyboards. Overall, the session encouraged self-learning, active participation, and improved technical skills in iOS application development.

GEO TAGGED PHOTOS:





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Course Handler

HOD