

ABSTRACT

The thesis deals with an introduction to the issue of mobile application development for high school or university students using the MIT App Inventor integrated development environment. The theoretical part describes the architecture of the Android platform and applications. Thesis then includes the choice of the IDE and a brief description of it. The practical part consists of the creation of adequate lessons and methodology for teachers and their subsequent validation in the classroom. Each lesson contains a methodology, a timetable, an assignment and a solution of an exercise and homework. Evaluation is based on classroom observations and analysis of completed homework.

KEYWORDS

block-based visual programming, MIT App Inventor, mobile application, Android