Apps for education and research with MIT AppInventor

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Agenda

• What is AppInventor?
• Who can use it?
• Limitations
• What does it do?
• Examples
• Let’s start
• A working example
• How do I advice to learn?
• More resources
What is AppInventor?

• Environment to create Android apps
• Intuitive
• Browser based
• Access and work from any computer
• Programming like playing with Legos
• Very powerful with some creative thought
Who can use it?

Specifically for:

• Non-programmers
• Introductory programming students
• Someone who wants to quickly put feet to an app idea
• Making an app for personal use
Limitations

Not very useful for:

• Experienced programmers

• Other than quick “mock-ups”

• Mass distribution for applications

• Extremely Advanced Applications
What does it do?

• WYSIWIG App Creator
• Drag and Drop components to places on a screen
• Programming blocks have set functions to choose from
  Uses real programming terms
Examples

- Tour guide
- Dictionary. Tiny DB sample
- QR tagging
- Fussion Tables
Let’s start

Requirements

• Set up
• Operating System
• Gmail account
• Browser
• Java version 1.6
• App inventor setup software
• Setup android mobile or emulator
  • http://beta.appinventor.mit.edu/learn/connectionissues.html
Tiny DB sample

A Dictionary
How do I advice to learn?

The best way to start learning AppInventor is watching some youtube samples.

Appinventor channel:
http://www.youtube.com/user/appinventor
More resources

Getting Started
http://appinventor.googlelabs.com/learn/gettingstarted.html

User FAQ
http://appinventor.googlelabs.com/learn/userfaq.html

More Samples
http://beta.appinventor.mit.edu/learn/tutorials/
http://www.appinventorblocks.com/home

Issues tracker for reporting bugs and requesting features:
http://code.google.com/p/app-inventor-for-android/wiki/ReportingBugs
Thanks!