Assignments 5 – Prototype

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May 4 2015
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<td>- Android Sensing Tutorial Day will be Announced!</td>
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Who Presents When

May 18 (comment Viktoria: will try to organise 9-12/10-1 again) – 3-4 groups
- Urak/Widnig
- ???
- ???
- ???

June 1 (comment Viktoria: will try to organise 9-12 /10-1 again): - 3-4 groups
- ???
- ???
- ???
- ???
Learning Goals

This assignment lets you practice

– Developing a mobile phone application (Android for most of you)
– … that actually uses sensor input
– … postprocesses sensor data
– … and creates some value (connection to mock-ups!) for users
Setting – Selling a Cool Project (Your Prototype)

Your prototype is cool, and you have a potential customer

- You already convinced the client you can
  - Design software with the right features
  - Work with users
- They want to know if you can also deliver technically
  - You already showed them your architecture and they think: Everyone can do an architecture!

Now they want a Demo!
Setting: Technical Feasibility Study

Your prototype is cool and innovative in terms of functionality and interaction design

– You have, so far, glossed over the fact that you don’t know in detail some of the things that you simply assumed will work.
– So in order to be sure that your interaction design works as intended

You need a Demo!

– … that explores the technically more challenging aspects, focusses on core functionality
Task

Implement minimal prototype

- It must be executable at the presentation day
- It must run on a mobile device (excluding a laptop)
- It must reasonably demonstrate the core functionality of your system
- It must include some kind of sensing technology (in the broadest term)
  - You can use libraries, existing API’s ...
    - E.g., you can use Google Play to setup activity recognition
Presentation

No Slides, just Talking and Showing!

1. Explain what your app is about (10-30sec)
2. Demo (5-10min)
3. Joint reflection on what you learned from the technical prototype on your interaction design and technical design
Grading

- MUST run on demo (if not 0% points)
- MUST run on TU Graz Campus (if not 0 points)
  - data must be available here
  - or infrastructure
  - ....
  - (you can bring what you need of course)
- 20% for a general running app
- 60% if the app demos a use of sensor technology (in broadest term)
- 15% if the app is well executed (stability&visual)
- 5% is the app is very innovative
  - Innovation is especially mend with a interesting use of sensor technology for adopting to a user or allow novel interaction.
Example: SpeedKitty

Persuade people to run more

- It is the story about a Cat
- Who is afraid of a Dog
  - This Dog chases the Kitty once a week
  - You must run once a week to keep the kitty alive
- Run more often a week to make Kitty fitter, so she is less afraid (avatar changes), and survives a week without running
Livedemo of changed version

EXAMPLE: SPEEDKITTY