

Assignments 5 – Prototype

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Days and Topics

March 11	Intro
March 16	Designing Interactive Systems – Assignment 1 Published in Detail
March 23 (10-13)	Prototyping + Evaluating Interactive Systems - Paper Presentation and Discussion (Assignment 1) - Assignments 2-4 Published in Detail - Android Sensing Tutorial Day will be Announced!
April 20	Presentation Assignment 2/3
April 27	Presentation Assignment 2/3 - Submission Assignment 4
May 4	User Interfaces for Ubiquitous Computing - Assignment 5 Published in Detail
May 11	Context-Aware Computing - Details on Final Paper
May 18	Presentation Assignment 5
June 1	Presentation Assignment 5
June 8	Submission Final Paper

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