

Assignment 4 – Interactive Prototype

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Days and Topics

March 1	Administrative Stuff, Intro to Designing Interactive Systems
March 8	Understanding Context of Use – Assignment 1 Handed Out
March 15	Prototyping and Iterative Evaluations – Assignment 1 Deadline (before/in lecture) – Assignment 2 Handed Out
April 12	Participatory Design (Theory and Workshop) – Assignment 2 Interviews with Tutor (throughout the day)
April 26 (10-13)	Evaluations Workshop (Cognitive Walkthrough, Observation and post-hoc discussion of prototypes – Assignment 3) – Assignment 4 Handed Out
April 28 (9-14)	Android Sensing / Context-Aware Interactive Systems Tutorial Day (different room)
May 3	Ubiquitous Computing, particularly Ubiquitous User Interfaces
May 10	Questions on Programming to Tutor
May 24 (10-13)	Presentations 1 (Assignment 4)
May 31 (10-13)	Presentations 2 (Assignment 4)

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 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

Assignment 4 in Short

1. Review your 2 prototypes
2. ... and consider the discussion you had with the tutor
3. Decide on a version of the prototype that you can
 - Reasonably implement
 - Reasonably demonstrates the core functionality of your system
 - Includes some kind of sensing technology to make user interaction go beyond touching/typing

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)
- 60% for a general running app
- 20% if the app demos a use of sensor technology (in broadest term)
- 20% if the app is well executed (stability&visual)