



Graph Master MySungRussian



ECE 1778:

Creative Applications for Mobile Devices



HowBumpy

Lecture 13 Flip the Script



April 5, 2016



MOBILE PERIMETER



(1)



Today

1. Thank yous
2. Schedule
3. Final Report
4. What's Next
5. Final Presentations, part 2



Thank You

- To Huawei, for the donation of many Huawei Ascend P6 Smartphones
 - Used in a number of the projects from last week and today.



Thank You

- To Arshia Tabrizi, B.A.Sc., P.Eng., Esq.
 - For a donation to this course & moral support
 - Permitted the purchase of external sensors and display equipment used in these projects
 - From the Tabrizi Law office AND



Matthieu Gagne

- Videographer/editor

- Has done a great job on the videos over the past 3 years and this year



The Schedule

1. Today: Final Presentations!
2. Final Report Due Thursday April 7th
 - at 6pm. 1 Mark off for every hour late.
3. **Pub Night: Wednesday April 13th**
 - A post-course social get-together!!
 - 5:30pm-8pm, Faculty Club Pub – 41 Willcocks Street, downstairs
 - On me!
 - Non-alcoholic beverages also available



What Next?

(7)



Please Consider Posting Apps or Code

- If your app is standalone and useful, try putting it on an App store
 - 3-4 hours of work to do all the things the stores want
- Or, grant permission to, or post your code publically if you don't plan to use it
 - Recall you must submit your source code; we can post it
 - Will link it to the project video/report on the course website



Also

- Consider applying to join your work to my research group
- This is relatively new research direction for me, inspired by this course, but over a longer time frame
- Seeking to explore high-impact applications in many disciplines including, medicine, psychology and more
 - In collaboration with experts in the field
 - Mostly a Medical focus now, but I am open to other areas



Final Report



Final Report

- Due: April 7th (This Thursday)
 - All grades will be delivered by April 12th (13th at the latest)
- **Maximum 2500 words**
 - 5% Penalty of final report grade for every 10 words over 2500, or proportionate therein
 - Report must include word count in document & penalty
 - Minimum font size 12 points
 - Pictures & words in pictures & citations not counted



Final Report Content

1. Introduction
 - What & why – includes Specialist context
2. Overall Design
 - Block diagram, prose description of each part
3. Statement of Functionality & **Screen Shots from App**
 - Did it work? Describe & show parts that worked
 - For parts that did not work, describe & speculate as to why
4. What did you learn - what would you do differently?



Final Report Content

5. Contribution by Group Members

- Describe what each group member did in project

6. Specialist Projects: Specialist Context

- 500 words max, included in main word count
- Describe how what was achieved can influence your research field, or the field of application.
- Must be written by the Specialist only if one in group

7. Future Work

- How could the app be augmented to make it better?
- Suggest additional features and capabilities

■ Submit Source Code as well

■ Let me know if OK to post video, report and/or source code on web (or not).



Grading to Come

- Grade for Final Presentation/10
- Final Report Graded out of 25
 - 10 marks will be for the quality of the writing
 - 15 for the technical contribution
- Individual Contribution/10
 - Based on what is written in the final report and our own knowledge of the contributions of group members



Final Report and Source Code Submission

- The final (PDF) report should be submitted through blackboard
- The submission, **one per group**, should be done through the Assignment listed under: Programmer's Assignments->Final Report and Source Code
- Submit the source code as a zip archive
 - If too big, send a link to an online repository



Final Presentations/Demo Today



Final Presentations

■ **Maximum 7 Minutes**

- Must wind down 20 seconds after the bell

■ **Must be self-contained**

- **Describe motivation/goal**
- **Overall Design**
- **Demo**
- **Key Learning** - What you'd do differently if starting again
- **Future Work** – additional capability/features if work was to continue



April 5

#	Project
13	Graph Master
14	On My Feet
15	Roam Game
16	Simplify Finance
17	Dobs
18	PodCuts
19	Practice Cactus
20	Apt To Learn
21	HowBumpy
22	MIToc
23	Rounds
24	Superfit

