

ECE 1778:

Creative Applications for Mobile Devices



Lecture 8
March 1, 2016



(1)

Today

1. Logistics
2. Spiral 2 Presentations



Project Time Line

Project Stages 16

1. Forming Groups
2. Project Approval-in-Principle
3. Project Proposal/Plan
4. Proposal & Plan Presentations
- 5. Spiral 2 Presentations**
 - March 1 (Today)
 - March 8 (Next week)
6. Spiral 4 Presentations
 - March 15/22
7. Final Presentations
 - Weeks of March 29/April 5
8. Final Report Due April 7th



Assignments

- P4 Being Graded, S4 returned
- Several P3 and perhaps P4 assignments need to be demo'd in person; please connect with relevant TA.
- Only projects left to do!



Spiral 2 Presentations

Three Parts:

1. A quick reminder of the goal
2. Demo – today we will learn how hard demos are.
3. What will be done next, by the Spiral 4 milestone in 2 weeks.
 - Remember that there is a final presentation 2 weeks **after** that (which would be the 6th week of development).



Technology for Projection

- Can project iOS devices directly
- Can project newer Androids directly
- Can project older Androids through laptop



Expectations on Quality of Presentations

- That you will become good at explaining what you're doing and why, quickly!
- You'll become good at presenting your App
- Make it accessible (understandable) to everyone
- Goal: making the final presentation as good as possible
- Alongside course goal: make a worthwhile contribution

Structure

■ 5 Minute Time Limit

- I will start timer that makes annoying sound when done, and expect you to be finished within 10 seconds after that.

■ 3 Minutes for Questions

Presentations Today (March 1)

#	Project
1	Rounds
2	CardiACT
3	Apt To Learn
4	SuperFit
5	M3
6	ASD PlayDate
7	Simplify Finance
8	Graph Master
9	MySungRussian
10	Helping Hand
11	Practice Cactus
12	FlipFinance



Presentations March 8

#	Project
13	Flip The Script
14	MoniToddler
15	On My Feet
16	SafeMedicare
17	HowBumpy
18	BlockRunner
19	Journey
20	Portable Perimeter
21	DObs
22	SoundSpread
23	Gallery Composer
24	MIToc

