ECE 1778: Creative Applications for Mobile Devices

Lecture 12
December 2, 2016
Today

1. Schedule
2. What’s Next?
3. Course Evaluations
4. Final Reports
5. Final Presentations, part 1
The Schedule

1. Today: Final Presentations!
   – Continues next week

2. Final Report Due Wednesday December 14th
   – at 6pm. 1 Mark off for every hour late.

3. Pub Night: Wednesday December 21st
   – 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?
The Course Ends

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However, some of you may wish to continue working on your App, which I’d strongly encourage.

An issue is that you actually have other plans:
- Grad school
- Job
- A career

Even given that, I’d really like to see some or many of these apps actually end up on an App store or available somehow.
OR

- Or, perhaps you’ve taken the idea so far, and someone else might want to pick it up.
- **AND**, you’re willing to let that happen
  - You have the right to the software
- **Recall:** I require you to submit your source code along with your project report
- If you grant permission, I will post the source code along with your project
  - Could also delay that decision by 2 months, say
- As we are a public institution: it can make a useful contribution to society, to publically release your code
Project Time Line
Project Stages 16f

1. Forming Groups
2. Project Approval-in-Principle
3. Project Proposal/Plan
4. Proposal & Plan Presentations
5. Lecture on User Experience & Presentations
6. Spiral 2 Presentations
7. Spiral 4 Presentations
8. **Final Presentations**
   - **December 2**\(^{nd}\) (Today)
   - December 9\(^{th}\)
9. Final Report Due December 14\(^{th}\)
Final Presentation
Final Report

- **Due Date:** December 14
  - Last class is December 9

- **Maximum 2500 words**
  - Docked 5% of final report grade for every 10 words over 2500
  - Report must include word count in document & compute penalty
  - Minimum font size 12 points
  - Pictures & words in pictures not counted
1. Introduction
   – What & why – includes Specialist context

2. 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

3. Overall Design
   – Block diagram, description of each part

4. Reflection: What did you learn - what would you do differently?
Final Report Content, cont’d

5. Contribution by Each Group Member
   – Describe what each group member did in project

6. 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
8. State if **OK or not** to post each of the following on the Course Website:

1. Video of final presentation
2. Report
3. Source code
   – All group members must agree for each one of these to be a ‘yes’

8. **Source Code must** also be submitted to the Blackboard Portal – there will be a separate place for that on the portal
   – Not claiming any ownership, just want right to review
Final Presentations
Final Presentations

- **Maximum 8 Minutes**
  - More time than usual!

- **Must Be Self-Contained**
  - Present as if audience *has seen nothing* of your project

- **Who is the audience?**
  - Instructor & TAs.
  - The class
  - Your future employer
  - Your parents
### Presentations December 2

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<thead>
<tr>
<th>#</th>
<th>Project</th>
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<tbody>
<tr>
<td>1</td>
<td>IntelliWork</td>
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<tr>
<td>2</td>
<td>Patio</td>
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<tr>
<td>3</td>
<td>UofT and Me</td>
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<td>4</td>
<td>YouVote</td>
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<tr>
<td>5</td>
<td>Cognitive Game</td>
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<td>6</td>
<td>Treasure Run</td>
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## Presentations December 9

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<tbody>
<tr>
<td>7</td>
<td>Correctly</td>
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<tr>
<td>8</td>
<td>HIIT It!</td>
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<tr>
<td>9</td>
<td>Trip Story</td>
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<td>10</td>
<td>Habit Buddy</td>
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<tr>
<td>11</td>
<td>Ups and Downs</td>
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<tr>
<td>12</td>
<td>Timbre Tuner</td>
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