ECE 1778: Creative Applications for Mobile Devices

Lecture 7
October 28, 2016
Today

1. Guest Lecture from Jason Hyde
2. Logistics
3. Presentations
Jason Hyde

- VP Creative & User Experience at Plastic Mobile
- Leads a team of UX architects, Art Directors, Designers and Strategists.
- Worked on user experience for Shoppers Drug Mart, Pizza Pizza, Realtor.ca, Air Miles, SPC, Royal Lepage, London Hydro and The Shopping Channel.
- Award winning!
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 & Spiral 4 Presentations
   - 2: November 4/11   4: November 18/25
   - **Spiral 2 Slides due November 3\(^{rd}\) at 6pm.**
7. Final Presentations
   - Weeks of December 2/9
8. Final Report Due December 14\(^{th}\)
Presentations in This Course

Goals, Guidance & Examples
Goals

- To help you learn to make good presentations
- Set standards for your next 3 presentations
  - Give a sense of what we’re looking for both in the presentations and the technical work you’re doing
- Prepare you for the feedback.
Spiral 2 Presentations
Spiral 2 Presentation Outline

Four ‘slides’ total

Slide 1&2: Quick reminder of overall goal and function
  – Being sure to provide enough context
‘Slide’ 3: Demo of what works at Spiral 2 point
Slide 4: What you plan to have working for Spiral 4

Time Limit again 6 minutes
The demo should take up most of the time
Looking For

- Clarity & brevity on goal
- A good choice where to start the technical work
- That you’ve made good progress
  - Sense of technical depth of work
- Good demo of work done so far
Demos

- Are hard to do well
- Are just like presentations – need to be practiced
- First rule of demos: demos don’t work
  - Until they do
- Best way to try and make them work:
  - When practicing, make it work in the exactly the same situation as where the real demo will take place
  - i.e. here in MP 103, with the internet as it is here, and the electro-magnetic interference.
Example Spiral 2 Presentation

RoamGame:
Measuring the Intolerance of Uncertainty
Intolerance of Uncertainty (IU)
- measure of distaste dislike for the unknown
- Research has shown that higher IU leads to anxiety disorders and depression

Goal: make a game that, in watching how someone plays it, you can determine their IU level
- Compare to known IU methods
Plan and Goals

- Make a ‘walk about game’ with increasing threats and rewards

Spiral 2:
1. basic game layout and ability to walk
2. one threat (reapers) to appear
3. have barrels to pick up points
DEMO

Using Chromecast Wireless Demo
On Nexus 6P
Android 7.0
Plan for Spiral 4

- Experiment with game, and enhance it to make it fun
  - More threats
  - Ability to choose between ‘health’ and ‘points’ when find barrel

- Build server to receive reports of statistics from game
Spiral 4 Presentations
Spiral 4

- Will be similar to Spiral 2
  - Quick reprise of goal
  - Demo

- Want you to start thinking & trying a ‘narrative’ that will tell the story of your project

- A story often centres on a person or people
- It has a narrative ‘arc’
  - A beginning, middle and end – like any good story!
Example

Team Chooser ‘narrative’
I’ve Been Playing Hockey for Many Years

A friendly game, but still have problem choosing teams:

Classic Canadian method:
- Put players’ sticks into middle
- One person randomly throws sticks to either side!
- Random outcome!

I once chose teams for a few years in friendly game
- People complained a lot!
**Play in Two Different Friendly Games**

- **Wednesday** Game: terrible chooser (*Agar*)
  - People always complaining
  - Games often lopsided, much distaste
  - no-one else took over, though (didn’t want the hassle?)

- **Sunday** Game: excellent chooser (*Paul*)
  - Paul had a natural ability to pick great teams!
  - Even when teams didn’t look right, many more times than not, the game was fair
  - Became known as the ‘*algorithm*’
The Solution: TeamChooser

Wouldn’t it be great if an App made the teams?
- No one to yell at
- Possibly give better teams

Who needs this?

Every pick-up hockey, soccer, basketball game around!
Final Presentations
Looking for Two Key Things

- A good narrative and demo – what & why
- A sense of the technical work – some ‘how’
Here is a Great Narrative Example

- Baton, an education App:
  
  - https://youtu.be/xDCjclL_zLY
Then ‘How’

- Describe the key technological work that you did
  - An algorithm to select buddies
  - A signal processing algorithm
  - A complex database

- Give us a sense of the complexity of your work.
Do’s

- Do Use Pictures
  - Most people are visual learners
- Do practice your presentation so it comes out smoothly & on time.
- Do Practice your demo
Don’ts

- Don’t spend a lot of time ‘logging in’ to your server or application
  - Find a way to make that go by quickly and all data entry

- Be careful not to repeat the same content in the introduction and the demo
Pictures Help A lot

The apple is the pomaceous fruit of the apple tree, species Malus domestica in the rose family (Rosaceae). It is one of the most widely cultivated fruits, and the most widely known of the many members of genus Malus that are used by humans.
Projection Plan

Android

– Recall – we want you to use a Nexus 6P for demonstrating in Spiral 2, 4 and Final
– We will use Google Chromecast for projection
– See TA Dan DiMatteo today to obtain one if you don’t already have one.

iOS

– Plan to use Apple TV and Airplay – are you familiar with this?
– Will have a separate (non-UofT) Wifi to login to
Feedback & Questions

In class
Comes from Myself & TAs & Class

- We will point out, directly what is working and what isn’t

- Sometimes this is direct and feels personal
  - It isn’t personal, it is an attempt to give guidance to make things better
  - It is our opinions, sometimes firmly expressed, sometimes not
  - Sometimes our advice is wrong or you just don’t want to take it - you get to choose what advice to take!
Peer Review

- You will receive a peer review assignment group name earlier in the week.
  - Recall that you’ll be writing another peer review for Spiral 2 presentations
Next week: Spiral 2 Presentations

Four slides with content due Nov 3rd at 6pm,
  - by email to me – Jonathan.Rose@ece.utoronto.ca

- Time Limit again 6 minutes, 5 minutes for questions