



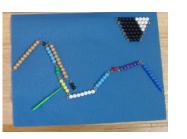






ECE 1778:

Creative Applications for Mobile Devices

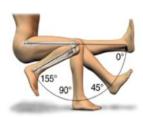




Lecture 12 April 2, 2014

















Today

- 1. Final Reports
- 2. Course Evaluations
- 3. What's Next
- 4. Final Presentations, part 1
 - Important next week's class is in BA 1160, Not here!



The Schedule

- 1. Today: Final Presentations
 - Continues next week
- 2. Final Report Due Thursday April 10th
 - at 6pm. 1 Mark off for every hour late.
 - Please remind me if you needed a grade reported to your office prior to April 15.
- 3. Pub Night: Wednesday April 16th
 - 5-8pm, Faculty Club Pub 41 Willcocks Street, downstairs
 - On me!



Course Evaluations

Please do during class



Final Report

Due Date, Contents



Final Report

- Due Date: April 10th (Thursday)
 - 1 Day after the last class on April 9th
 - Let me know if urgency for grade for graduation

Maximum 2000 words

- Docked 5% of final report grade for every 10 words over 2000, or proportionate therein
- Report must include word count in document
- Minimum font size 12 points
- Pictures & words in pictures not counted
- 500 extra words for groups with Appers (i.e. total 2500)



Final Report Content

- 1. Introduction
 - What & why includes Apper context
- 2. Overall Design
 - Block diagram, description of each part
 - Describe how it works, if not obvious (e.g. signal processing)
- 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. Apper Projects: Apper Context

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

7. Future Work

- How could the app be augmented to make it better?
- Suggest additional features and capabilities
- Let me know if OK to post video, report and/or source code on web (or not).



What Next?



The Course Ends

- However, some of you may wish to continue working on your App, which I'd strongly encourage
- One issue, in the past, that prevents this, is it turns out that you actually have other plans
 - Grad school
 - Job
 - A career
- Notwithstanding 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
- So: I will ask 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, and can make a useful contribution to society, I think this is a good outcome, in the absence of your desire to do something with it.



Also

- Consider applying to join your work to
- 'The Center for Inter-Disciplinary Mobile Software and Hardware'
 - http://www.eecg.utoronto.ca/~jayar/CIMSAH/
- This is a newly-launched centre that does what this course, but over a longer time frame
 - It is the new focus of my research
- Seeking to explore high-impact applications in many disciplines including education, medicine, psychology and more
 - In collaboration with experts in the field



Final Presentations/Demo Today



Final Presentations

- Maximum 8 Minutes
- Must be self-contained
 - Describe motivation/goal
 - Overall Design & Method
 - Demo
 - Key Learning What you'd do differently if starting again
 - Future Work additional capability/features if work was to continue
- Just a few minutes per question



Final Presentations Today

#	Project
1	Positive Snake
2	Commuter Rail Parking Information
3	StudiBuddies
4	Asteria
5	Surgical Trainer and Navigator*
6	Acoustica
7	Maintenance Agent
8	MyLock



Presentations April 9

#	Project
9	MyKnee*
10	MyAlly
11	Speech Coach
12	Lense Meter
13	Critter*
14	Nutrition Label Facts
15	Face2Name
16	Baton*
17	WorldyMobile*

