

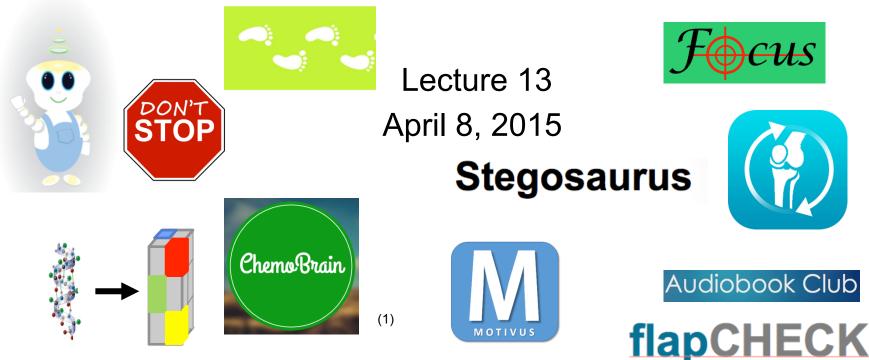






Creative Applications for Mobile Devices

ECE 1778:





Today

- 1. Thank yous
- 2. Schedule
- 3. Final Report
- 4. Visit to Plastic Mobile
- 5. What's Next
- 6. Final Presentations, part 2



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





- 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 the presentations





To Jason Hyde of Plastic Mobile for giving the UX lecture!





To Matthieu Gagne (& Faculty of Engineering)

- For hard work in recording and editing the final presentations!





The Schedule

- 1. Today: Final Presentations
- 2. Final Report Due Thursday April 9th
 - at 6pm. 1 Mark off for every hour late.
- 3. Pub Night: Wednesday April 15th
 - A post-course social get-together
 - 5:30pm-8pm, Faculty Club Pub
 - 41 Willcocks Street, downstairs
 - On me!
 - Non-alcoholic beverages also available



Visit to Plastic Mobile Innovation Lab

Tour of innovation lab at Plastic

- The company that gave our UX lecture
- **Today** @ 3:15pm
- Location: 171 East Liberty Street
 - Liberty Market Building, Suite 204
 - Closest intersection is King and Strachan.
- 5 people last week from class said they were coming +?



Final Report

Due Date, Contents



New Note: Along with Final Report

- Please submit a zip archive of your source code
 This remains your intellectual property, but we reserve the right to view it
 - There is an 'assignment' called Final Report and Source Code now available on Blackboard.



Final Report

Due Date: April 9th (Thursday) at 6pm

- 1 Day after the last class on April 8th
- Let me know if urgency for grade for graduation

Maximum 2500 words

- Docked 5% of final report grade for every 10 words over 2500, or proportionate therein
- Report must include word count in document
- Minimum font size 12 points
- Pictures & words in pictures not counted



Final Report Content

1. Introduction

- What & why includes Apper context
- 2. Overall Design
 - Block diagram, 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. Apper Projects: Apper 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 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
 - 1. Video, report on course web page, 2015 version
 - 2. Source code on GitHub



What Next?



Notes on What Happens Next

- 1. Please consider putting your App on an App Store
- 2. Please consider allowing us to post your source code for public use (with credit to you) if you don't plan to move it forward
- **3.** If you want to continue to work on this collaboratively, consider discussing it with me & new research Centre:
 - 'The Center for Inter-Disciplinary Mobile Software and Hardware'
 - <u>http://www.eecg.utoronto.ca/~jayar/CIMSAH/</u>



The Centre for Inter-Disciplinary Mobile Software and Hardware

In the University of Toronto

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The goal of this research centre is to explore and develop high-impact applications of mobile technology in a range of disciplines, bringing together people capable of programming these devices with others who can make new and novel uses of them.



Final Presentations/Demo Today



Final Presentations

Maximum 8 Minutes

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



Final Presentations Today

#	Project		
8	Don't Stop		
9	Stegosaurus		
10	PUPL		
11	Peptiblocks (formerly Foldr)		
12	Motivus		
13	Ergo		
14	FlapCheck		
15	ChemoBrain		

