







# **Creative Applications for Mobile Devices**

ECE 1778:



Lecture 12

December 2, 2016



**Cognitive Game** 







IntelliWork





# Today

- 1. Thanks
- 2. Schedule
- 3. Final Report
- 4. What's Next
- 5. Final Presentations, part 2



# **Thank You**

To Huawei, for supplying the Nexus 6P phones

- As part of a research contract
- Used in almost every project this year
- Thanks in particular to Steve Langridge, Director at Huawei Toronto





# **Thank You**

- 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 these projects
  - From the Tabrizi Law office AND





### Matthieu Gagne

#### Videographer/editor

Has done a great job on the videos over the past 5 years and this year



#### **About Those 6P Phones**



#### **Please Return All Loaned Phones**

- To the TA Daniel Di Matteo
  - Grades for teams with un-returned phone will be withheld!



#### **The Schedule**

- 1. Today: Final Presentations!
- 2. Final Report Due Wednesday December 14<sup>th</sup>
  - at 6pm. 1 Mark off for every hour late.
- 3. Pub Night: Wednesday December21st
  - A post-course social get-together!!
  - 5:30pm-8pm, Faculty Club Pub 41 Willcocks Street, downstairs
  - On me!
  - Non-alcoholic beverages also available



# **Final Report**

Due Date: December 14

#### 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



### **Final Report Content**

- 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



# Final Report Content, cont'd

- 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'
- 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



#### What To Do with Your Project?



### Where Does Your App Go From Here

- 1. You may wish to continue developing it
  - Please do so!
  - I have continued to supervise some projects as M.Eng. projects
- 2. If your app is useful as is, try putting it on an App store
  - 3-4 hours of work to do all the things the stores want
- 3. Or, grant us permission to post your code publically if you don't plan to use it
  - Give permission in your final report
  - Recall you must submit your source code; we can post it
  - Will link it to the project video/report on the course website
  - If you post it, or write about it, please send me the link & I'll add it to this course version website

#### **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 9**

#	Project
7	Correctly
8	HIIT It!
9	Trip Story
10	Habit Buddy
11	Ups and Downs
12	Timbre Tuner

