

# ECE 1778:

## Creative Applications for Mobile Devices



Lecture 7  
October 28, 2016



# Today

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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!



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# 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<sup>rd</sup> at 6pm.**
7. Final Presentations
  - Weeks of December 2/9
8. Final Report Due December 14<sup>th</sup>

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# **Presentations in This Course**

Goals, Guidance & Examples

# Goals

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- 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.

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# 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

# Roam Game: Measure 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

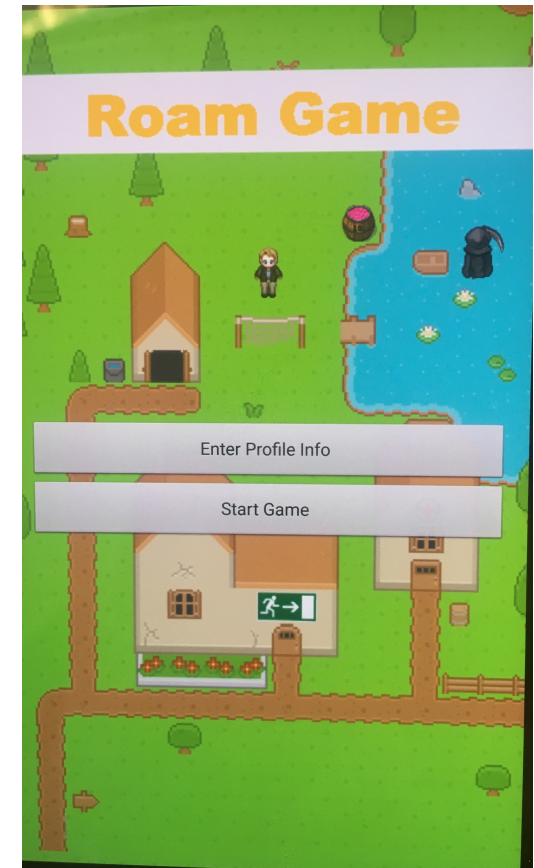


# Plan and Goals

- 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



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# 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





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# 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!



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# Final Presentations



# Looking for Two Key Things

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- 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](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

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

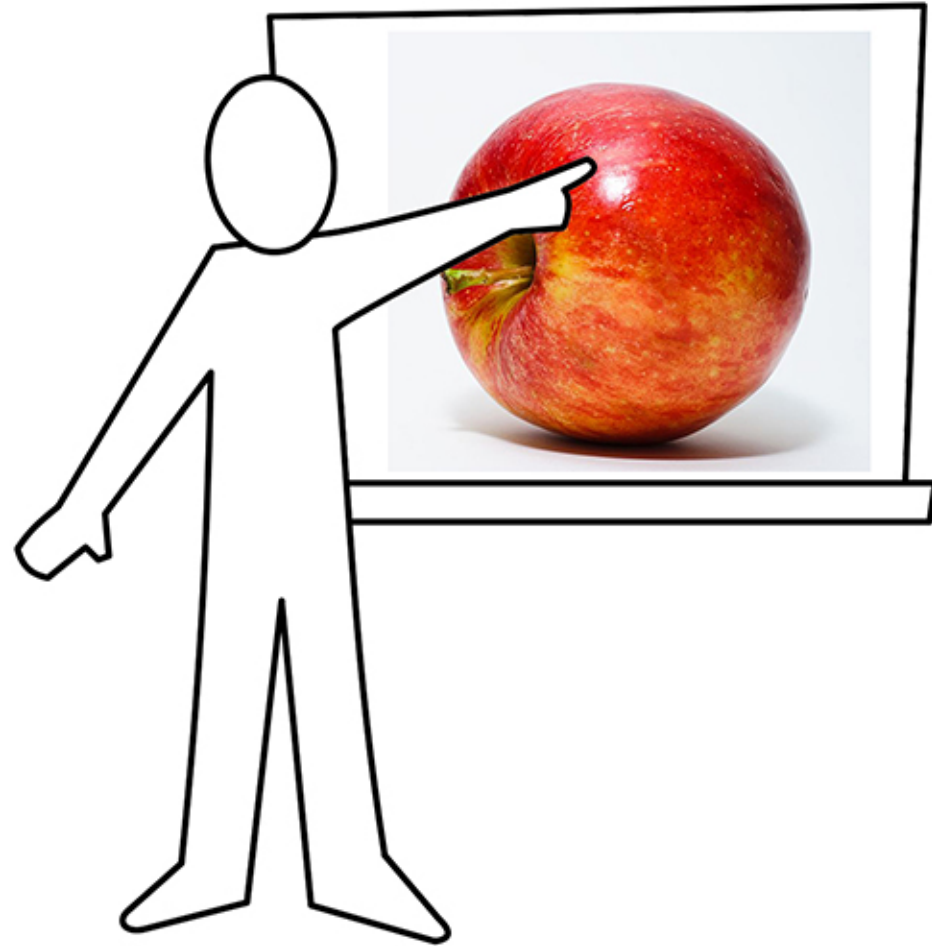
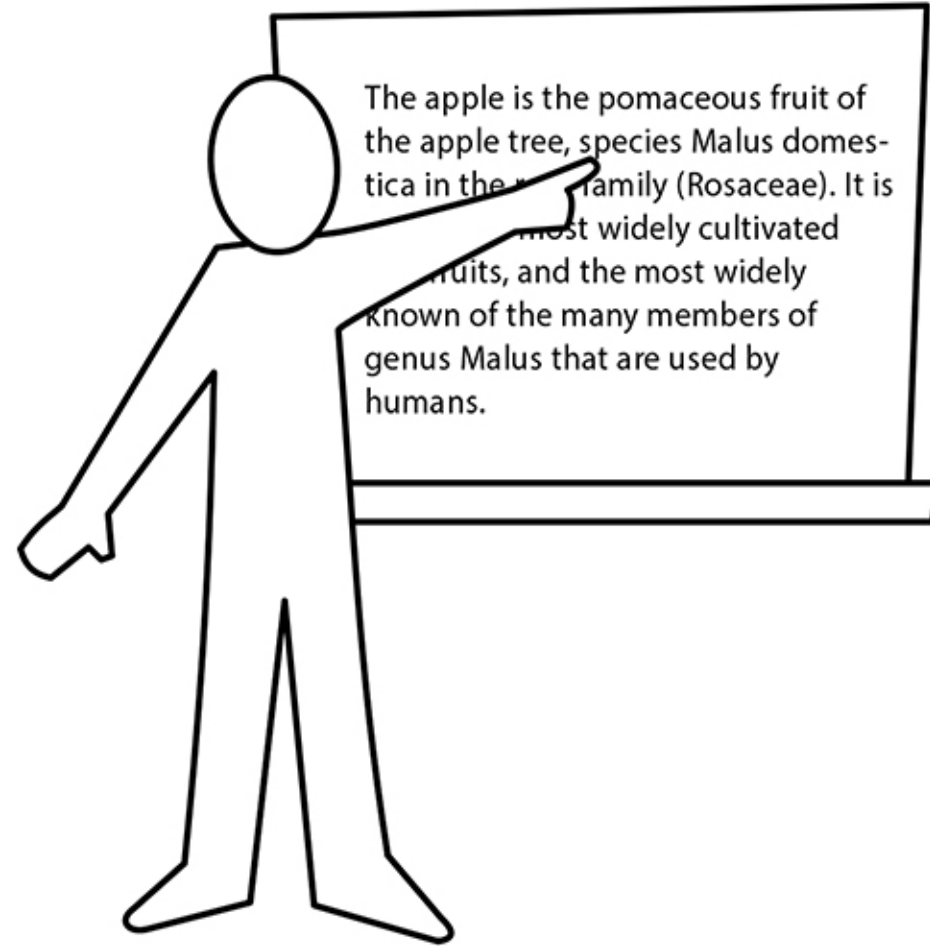


# Don'ts

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- 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 Alot



# 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

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# 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 3<sup>rd</sup> at 6pm,

— by email to me — [Jonathan.Rose@ece.utoronto.ca](mailto:Jonathan.Rose@ece.utoronto.ca)

■ Time Limit again 6 minutes, 5 minutes for questions

