

ECE 1778: Creative Applications for Mobile Devices

Lecture 9
November 11, 2016



(1)



Today

1. Logistics
2. Assignments
3. Peer Review Notes
4. Spiral 4 Presentations
5. Spiral 2 Presentations, cont'd



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 Presentations**
 - November 4
 - **November 11 (Today)**
7. Spiral 4 Presentations
 - November 18/25
8. Final Presentations
 - Weeks of December 2/9
9. Final Report Due December 14th

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Assignments

- Assignment P4 and S4 have been graded
 - There were some difficulties with P4, and Braiden has asked some of you to demonstrate your code in person.

Peer Reviews

- Peer Reviews for Proposals Have been graded (/5) together with comments uploaded to blackboard.
 - Generally well done, especially those who put significant thought into answers
 - Some good suggestions for the teams!
 - Took off marks for:
 - Incomplete summary of the what/why goals of project
 - Lack of thought put into the observations and suggestions
 - Repeating the same answer for different questions
 - Poor English
- Please look at comments before handing in Spiral 2 Peer Reviews

Notes on Spiral 2 Peer Review

General Suggestions:

- suggest include question at the beginning of answer
- Think about being helpful to the team your reviewing

On Specific Questions:

Q1: State Goal of the Project in your words (what & why).

- Think about from point of view from someone who doesn't know anything about the project, and imagine you were trying to describe its essential parts. Imagine two things: 1) It is your project and 2) You're sitting next to someone on a plane who you've just met, and you want them to understand what the project is about, and why it is worthwhile.



Notes on Spiral 2 Peer Review

Q2: Comment on What You Liked in the Demo.

Q3: Provide constructive suggestion for any aspect of project

- be sure to say why you gave the answers you gave.
- imagine you're on the receiving end - and it is your project, and you're looking for useful feedback.

Q4: Give feedback on the Spiral 4 goal(s) presented.

- Think about what the goal is, and if it is feasible, and the right target given the overall goals
- Are they leaving too much to the end, too little?
- Do you see any challenges?



Spiral 4 Presentations – Next 2 Weeks



Spiral 4 Presentations

Format:

- Restate Goal*
- Demo New functionality (make clear what is new since Spiral 2)
- Describe the functionality in the **final presentation/final app**
- Time Limit **6 minutes**

- * In the Spiral 4 presentation you can assume we're somewhat familiar with your project
- In the final demo, you'll create a stand-alone presentation that doesn't assume audience knows anything about project



Spiral 4

- Slides Due Thursday November 17 @6pm
 - Send them to me by email
 - Please label them by your project name only
 - E.g. 'Correctly.ppt'

Spiral 2 Presentations, cont'd



Technology for Projection

- Using Android Chromecast from Nexus 6P devices
 - Disconnect after your presentation
- Using Apple TV for iOS.
 - Connect to DarkNet Wifi just before your presentation
 - Please disconnect afterwards.

Spiral 2 Presentations November 11

#	Project
7	Correctly
8	HIIT It!
9	Patio
10	YouVote
11	Cognitive Game
12	UofT and Me