

Creative Applications for Mobile Devices



Today

- 1. Schedule
- 2. What's Next?
- 3. Course Evaluations
- 4. Final Reports
- 5. Final Presentations, part 1



The Schedule

- 1. Today: Final Presentations!
 - Continues next week
- 2. Final Report Due Wednesday April 17th
 - at 6pm. 1 Mark off for every hour late.
- **3. Pub Night**: Wednesday April 24th
 - A post-course social get-together!!
 - 5:30pm-8pm, Faculty Club Pub 41 Willcocks Street, downstairs
 - On me!
 - Non-alcoholic beverages also available



What Next?



The Course Ends

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- However, some of you may wish to continue working on your App, which I'd strongly encourage
- An issue is that you actually have other plans:
 - Grad school
 - Job
 - A career
- Even given that, I'd really like to see some or many of these apps actually end up on an App store or available somehow



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

- Your group owns the rights to the software
- Recall: you must commit your source code to the Github repository
- 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: it can make a useful contribution to society, to publically release your code



Project Time Line



Project Stages

- 1. Forming Groups
- 2. Project Approval-in-Principle; GitHub Repos Created!
- 3. Project Proposal/Plan
- 4. Proposal & Plan Presentations
- 5. Lecture on User Experience & Presentations
- 6. Spiral 2 Presentations
 - March 6/13
- 7. Spiral 4 Presentations
- 8. Final Presentations
 - April 3 (today)
 - April 10
- 9. Final Report Due April 17th

Final Report



Final Report

Due Date: April 17

– Last class is April 10

Maximum 2500 words

- Penalty 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, and references not counted



Final Report Content

- 1. Introduction
 - What & Why
- 2. Statement of Functionality & Screen Shots from App
 - Describe the overall functionality of the work
 - 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.
 - Written by the Specialist
- 7. Future Work
 - How could the project be augmented to make it better?
 - Suggest additional features and capabilities



Final Report Content, cont'd

- 8. State if **OK or not** to publically 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'; Please state clearly that all members agree in the case of yes.
- Source Code must committed to Project GitHub Archive
 - Not claiming any ownership, just want right to review



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
- Please introduce yourself & field/program
 - Specialist: say field; introduce Programmers as programmers in ECE or Computer Science or MIE
- Who is the audience?
 - Instructor & TAs.
 - The class
 - Your future employer
 - Your parents



Presentations April 3

| # | Project |
|---|-----------------|
| 1 | Legal Bot (iOS) |
| 2 | TruMove (iOS) |
| 3 | Probo |
| 4 | Protalk |
| 5 | Eloquence |
| 6 | iHear |
| 7 | CIRCCulate |
| 8 | Money Jars |



Presentations April 10

| # | Project |
|----|----------------|
| 9 | ELSA (iOS) |
| 10 | Intellihaling |
| 11 | Myleopath |
| 12 | Acuity Tracker |
| 13 | ExpoSocial |
| 14 | Re-Sonnate |
| 15 | Brain Pain |
| 16 | MuseGo |

