

# **ECE 1778:**

# **Creative Applications for Mobile Devices**

Lecture 7

February 27, 2019

(1)



# Android Teams

- To enable projection from phone to screen, please download the **Google Home** app now:

<https://bit.ly/2BTmht4>

- Please launch this app and login to your google account
- Will try, later in lecture to connect one from each group

**iPhone** teams: will use Airplay to Apple TV (1<sup>st</sup> gen)

- Nothing to download, but should know how to use Airplay



# Today

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1. Guest Lecture on UI/UX design from Jason Hyde
2. Logistics
3. Suggestions & Expectations on Presentations



# Jason Hyde

- Founder, President of Junto XP
  - UX/web/mobile design
- Formerly: VP Creative & User Experience at Plastic Mobile
  - Lead a team of UX architects, Art Directors, Designers and Strategists.
  - Many major customers
  - Award winning!





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# 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 & Spiral 4 Presentations
  - 2: March 6/13 4: March 20/27
  - Spiral 2 Slides Due **March 5 at 6pm**
7. Final Presentations
  - Weeks of April 3/10
8. Final Report Due April 17<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:** Demonstration of what works at Spiral 2 point

- Hopefully taking suggestions from Proposal feedback

**Slide 4:** What you plan to have working for Spiral 4

- Important to put good thought into this!!
- Can choose to put this slide before demo

■ 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



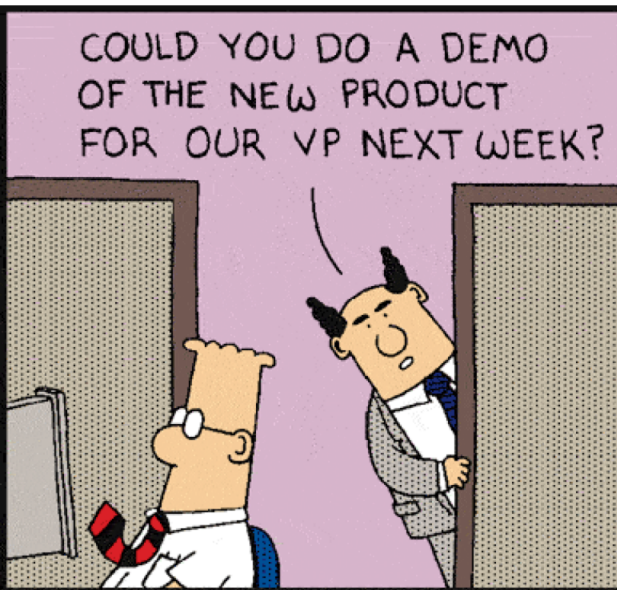
# Demos

- Are hard to do well
- Are just like presentations – need to be practiced
- First rule of demos: **Demos Don't Work**
  - Until they do! (they are like software)
- To make demo succeed:
  - Practice in the exact situation where the **real demo** will take place
  - i.e. here in MP 134, with the internet as it is here

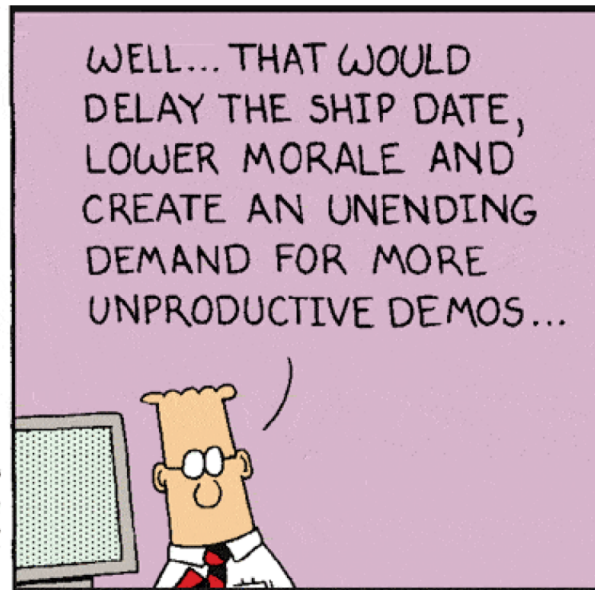




# Dilbert has a lot to say about demos



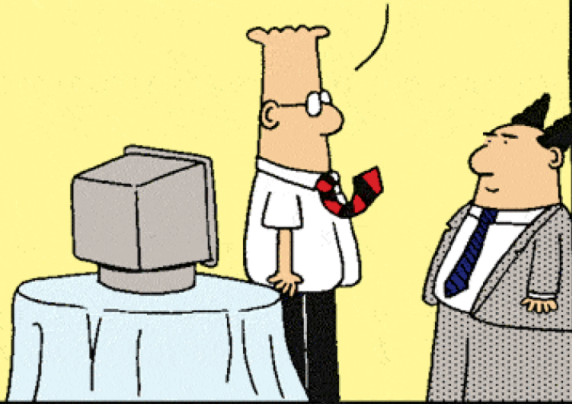
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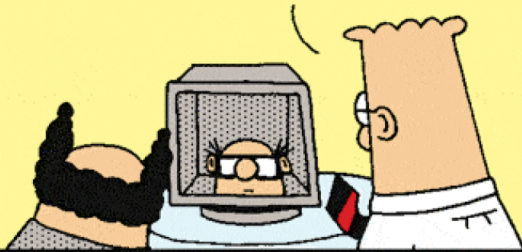


WE HAD TO CUT SOME  
CORNERS TO GET THE  
DEMO READY THIS SOON.



SCOTTADAMS E-mail: SCOTTADAMS@AOL.COM

WALLY IS UNDER THE  
TABLE. HE'LL PRETEND  
TO BE THE 3-D INTERFACE  
THAT WE COULD BUILD IF  
WE WEREN'T DOING  
USELESS DEMOS.



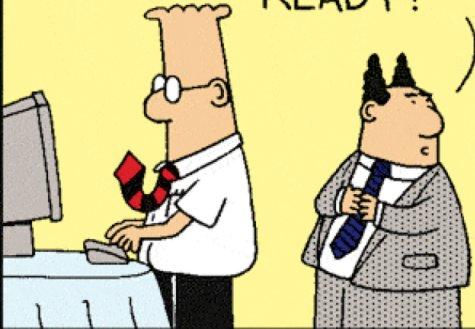
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HE'S A LITTLE  
FUZZY. CAN  
YOU ADJUST  
IT?

TRY THE  
ELECTRIC  
SHAVER.

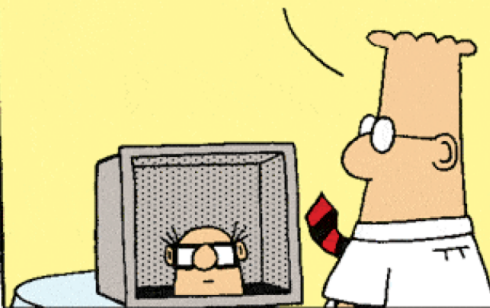


OUR NEW VP IS  
COMING. IS THE  
DEMO OF OUR HOLO-  
GRAPHIC INTERFACE  
READY?



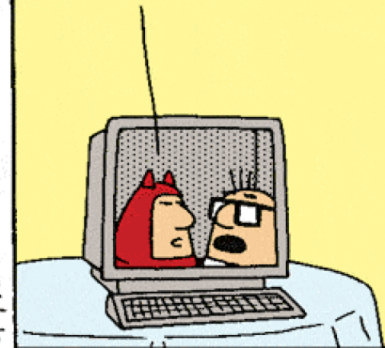
S. Adams E-mail: SCOTTADAMS@AOL.COM

EVERYTHING SHOULD BE  
FINE... UNLESS WE'RE  
SUDDENLY VISITED  
BY THE DARK ANGEL  
OF PRODUCT DEMOS...

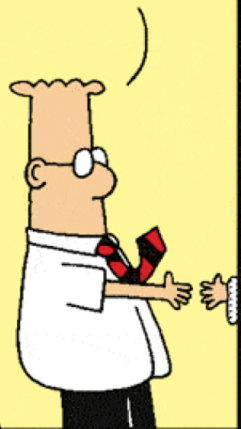


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HELLO-O-O,  
WALLY. DID  
SOMEBODY  
SAY "DEMO"?



I'M DILBERT;  
LOYAL PEON.



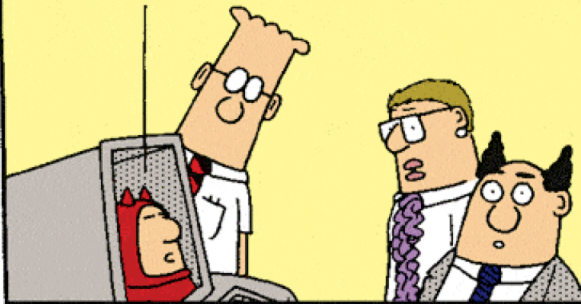


WE PLANNED A DAZZLING  
DEMO FOR YOU, BUT AS  
YOU CAN SEE WE'RE  
BEING VISITED BY THE  
DARK ANGEL OF DEMOS.



S. Adams E-mail: SCOTTADAMS@AOL.COM

THE DEMO IS A SHAM.  
THEIR PROJECT IS DOOMED.  
CUT THEIR FUNDING  
BEFORE YOUR NAME IS  
ASSOCIATED WITH IT.



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THE  
WORST  
IS OVER.

LOOK AT SOME  
OF THE PICTURES  
THE "BOYS" STORE  
ON THE FILE  
SERVER ..



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# Example Spiral 2 Presentation

RoamGame:  
Measuring the Intolerance of Uncertainty



# Roam Game: Measure Intolerance of Uncertainty

- Intolerance of Uncertainty (IU)
  - Measure of a person's dislike for the unknown
  - Research has shown that higher **IU** leads to anxiety disorders and depression
- Goal: make a game that, in observing how someone plays it, you can determine their IU level
  - Compare to known IU methods

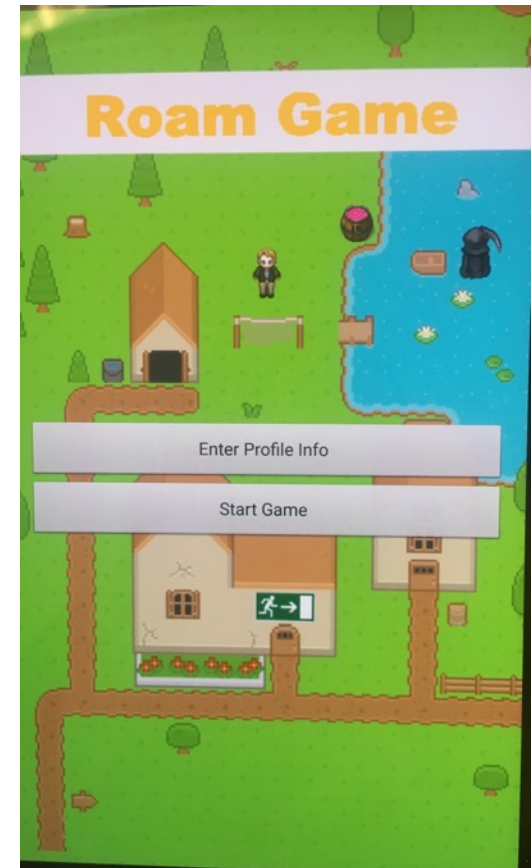


# Plan and Goals

- Make a 'walk about game' with increasing threats and rewards

## Spiral 2:

- basic game layout and ability to walk about
- one threat (reapers) to appear
- have barrels to pick up points



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# Roam Game: Demo

Using Chromecast From Google Home App





# Plan for Spiral 4

- Experiment with game, and enhance it to make it fun
  - Add More threats
  - Ability to choose between 'health' and 'points' when find barrel
- Build server to receive reports of statistics from game
  - To enable to downstream research



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# Spiral 4 Presentations



# Spiral 4

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- 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 a middle and an end.



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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

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- Baton, an education App:
- [https://youtu.be/xDCjclL\\_zLY](https://youtu.be/xDCjclL_zLY)

# Then 'How'

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- 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





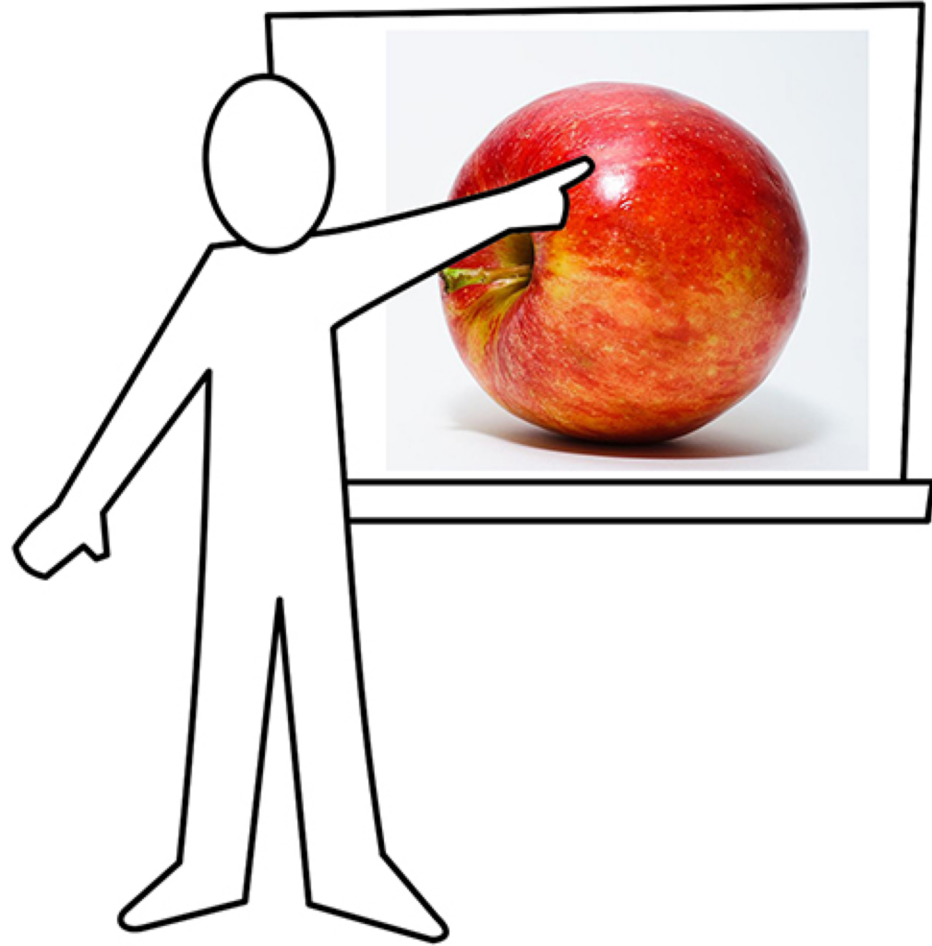
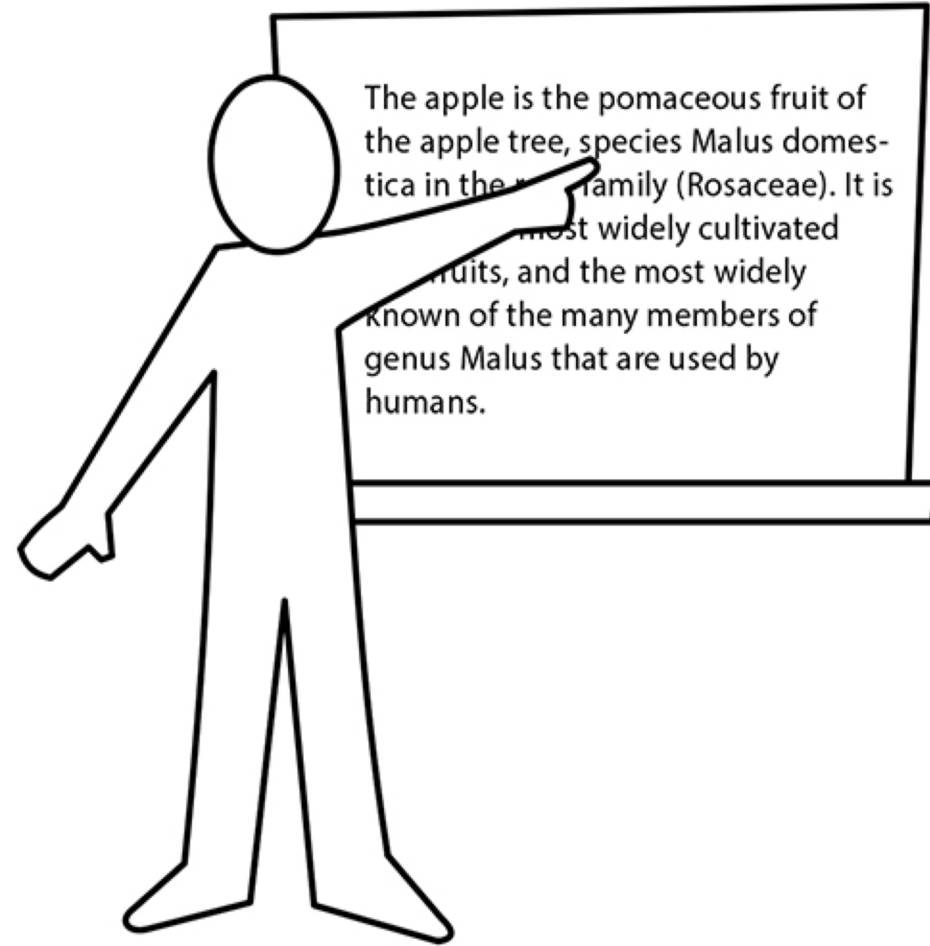
# Don'ts

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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

- We will use Google Chromecast for projection
- Will have a separate (non-UofT) Wifi to login to

## 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



# Comes from Myself & TAs & Class

- We will point out, directly what is working and what isn't
  - Need to remember to do the first thing, but will focus on last
- Sometimes this is direct, public 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 wrong; you get to choose what advice to take!



# Scheduling of Spiral 2 Presentations

- Will take place over two weeks – March 6 and 13
- You will not know which week you'll be until class on March 6
- If end up on March 13, must present software as it was on March 6!



# Peer Review

- You will be scheduled to do a **Peer review** in the week you're not presenting
  - Please remind me, by email **today**, if you have a hard constraint that prevents this
  - I will send out the group you're reviewing next Tuesday



# Peer Review Questions

1. State name of project and 1 sentence that summarizes the goal
2. Comment on What You Liked in the **Demo**.
3. Provide a constructive suggestion for any aspect of the project so far.
4. Give feedback on the Spiral 4 goal(s) presented.





# Peer Review

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- Keep to review to 1 page, roughly 250 words total
- Peer Reviews for Spiral 2 Due Friday of the **week of the presentation**
- **Do not** identify yourself
  - So I can easily send it anonymously to the group
  - I can see who it is within Quercus



# Spiral 2 Presentations

**Four** slides with content due March 5<sup>th</sup> at 6pm,

- Upload to the Quercus Assignment Spiral 2

■ Time Limit again 6 minutes, 5 minutes for questions