
ECE 1778: Creative Applications for Mobile Devices

Lecture 7

February 26, 2020

(1)



Today

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!



Project Time Line

(4)



Project Stages

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: March 4/11 4: March 18/25
 - Spiral 2 Slides Due March 3 at 6pm
7. Final Presentations
 - Weeks of April 1/8
8. Final Report Due April 15th



Projection of Demos on screen



Projection for Demos: Android Teams

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

<https://play.google.com/store/apps/details?id=com.sand.airdroid>

- Please do the following:
 1. Login using the credentials given in Quercus announcement
 2. Change the name of your phone to be the name of your group
 - Need this to identify which device to put on screen



Projection for Demos: iPhone Teams

- **iPhone** - will use Airplay to Apple TV (1st gen)
 - Nothing to download,
 - We will use **AirPlay** - do you know what that is?
- Alternative – using QuickTime and wired connection to my laptop



Presentations in This Course

Goals, Guidance & Examples



Goals

- 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.



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 software at Spiral 2 point

- This is the main purpose of the Spiral 2 presentation

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

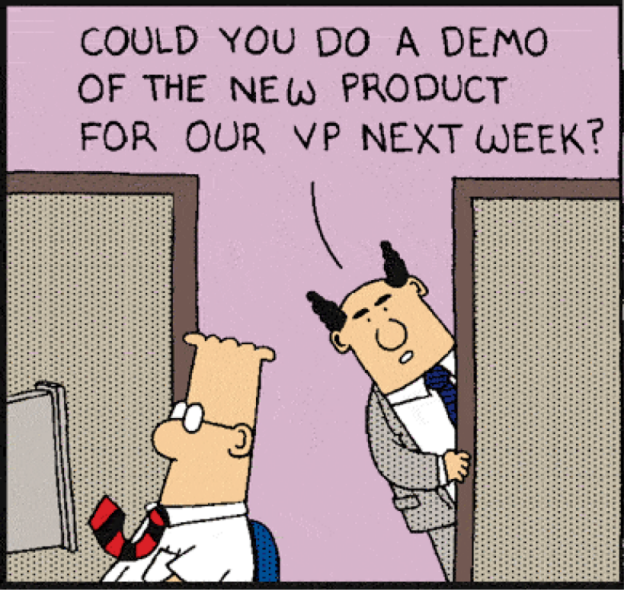


Demos

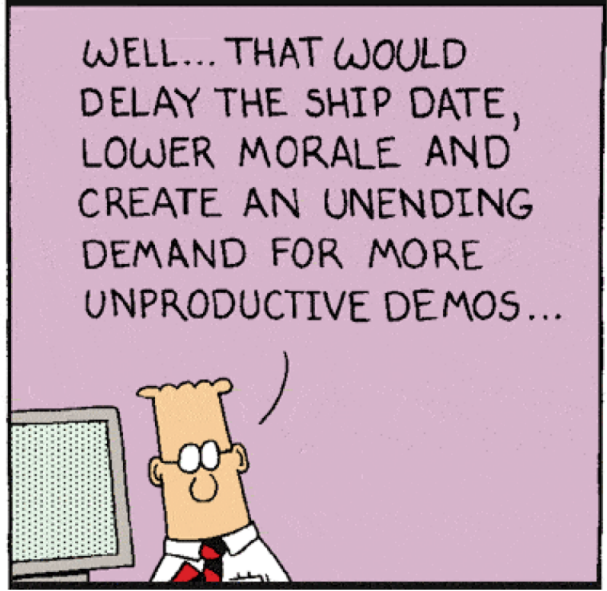
- Are hard to do well
- Are just like presentations – need to be practiced
- First rule of demos: **Demos Don't Work**
 - Until they do! (they are like software)
- To make demo succeed:
 - Practice in the exact situation where the **real demo** will take place
 - i.e. here in SF 1101, with the internet as it is here



Dilbert has a lot to say about demos



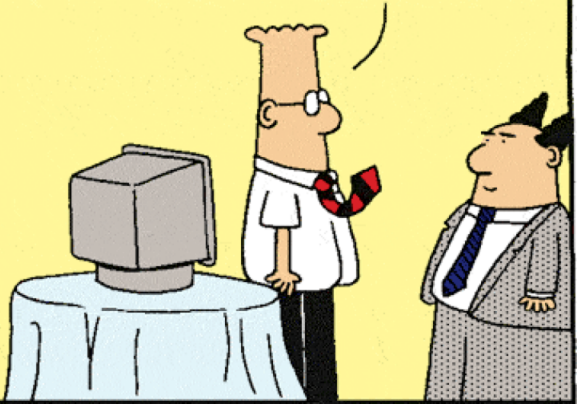
S.Adams E-mail: SCOTTADAMS@AOL.COM



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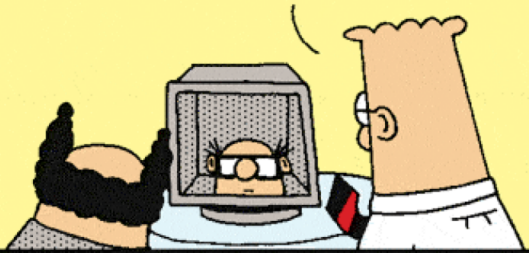


WE HAD TO CUT SOME CORNERS TO GET THE DEMO READY THIS SOON.



SAMMY'S 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.



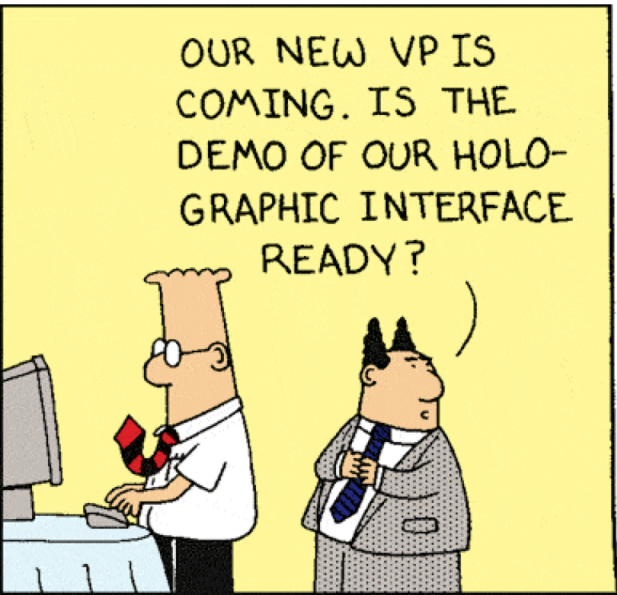
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HE'S A LITTLE FUZZY. CAN YOU ADJUST IT?



TRY THE ELECTRIC SHAVER.

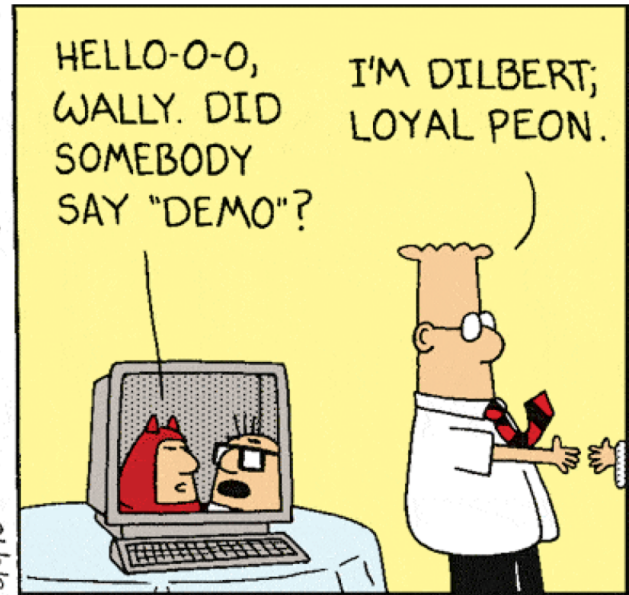




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Example Spiral 2 Presentations



RoamGame

Measuring the “Intolerance of Uncertainty”

Justin Wong and Vinu Deokaran

March 2016



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

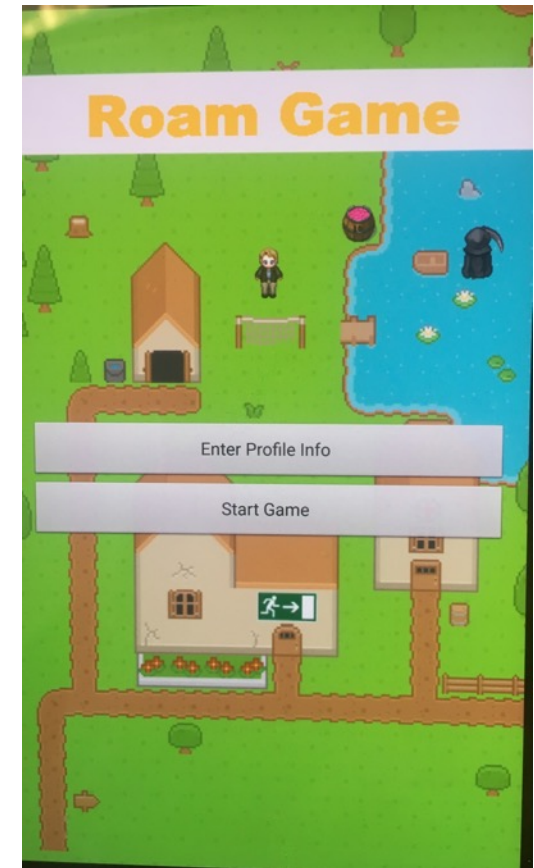


Plan and Goals

- 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



Roam Game: Demo

Using Version that was ported to Web



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

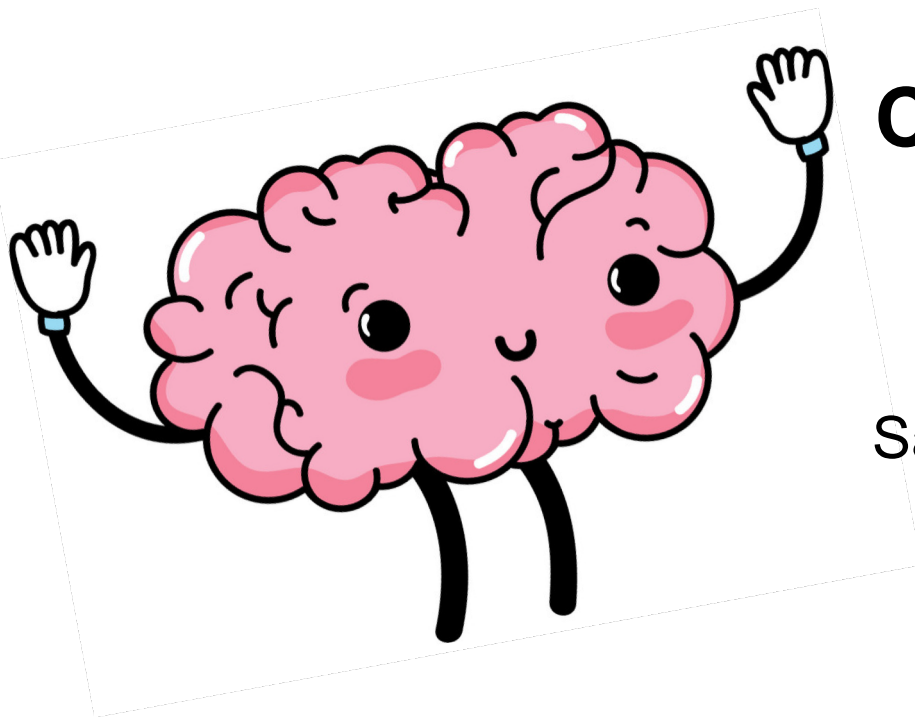


Brain Pain!

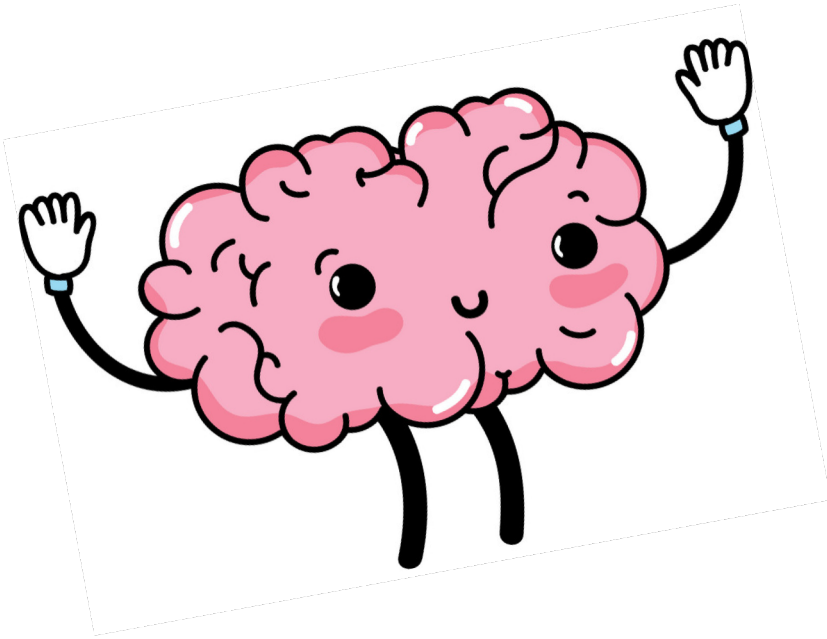
Concussion Care App

Spiral 2 Presentation

Sandhya Mylabathula - Specialist
Junbang Ma - Programmer
Jiawei Lin - Programmer



GOAL



Why:

- Concussions can happen in many different contexts!
- Awareness on injury identification and management is lacking in the non-elite sport world
- Accessibility and autonomy of management exercises

GOAL

What:

- Comprehensive concussion care app
- Education
- Exercises
 - Ocular/vision
 - Balance
 - Measure and track performance; provide progressions



DEMO!

<https://exssteward.wixsite.com/brainpain>



Spiral 3 and 4 Targets

- Spiral 3 Targets:
 - Finish exercise functions
 - Ocular exercises
 - Add eye tracking function to peripheral vision exercise
 - Start adding progressions for three of the ocular exercises
 - Add one more ocular exercise
 - Add Balance exercise
- Spiral 4 Targets:
 - Improve exercises
 - Finish adding progressions for all exercises
 - Test exercises
 - Add quiz to test user knowledge in education section
 - Add community section, if time allows



Looking Farther Ahead to Spiral 4

(March 18/25)



Spiral 4

- Presentation will be similar to Spiral 2
 - Quick reprise of goal
 - Will ask the specialist & programmers to speak to each others' side
 - 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.



Final Presentations



Looking for Two Key Things

- 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



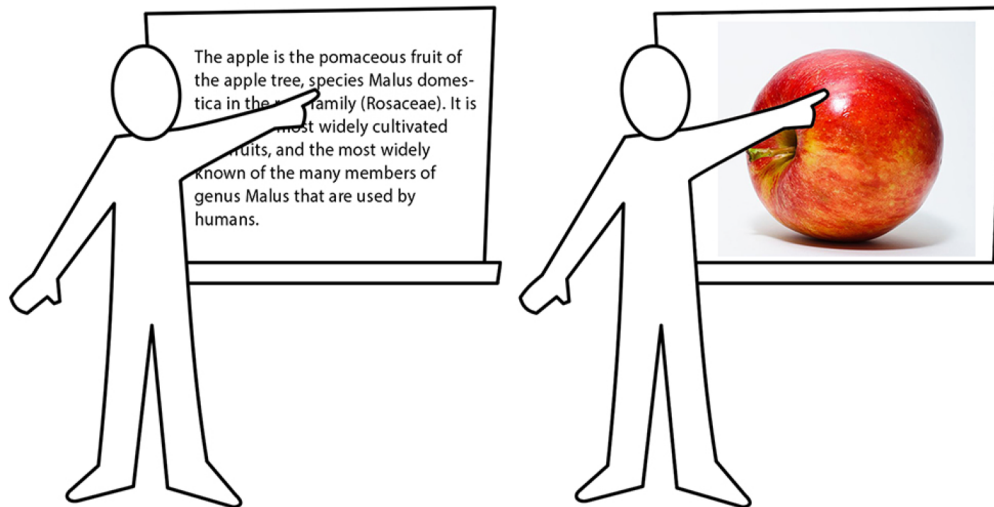
Then 'How'

- 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

- 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

- 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**



Feedback



Comes from Myself & TAs & Class

- We will point out, directly, what is working and what isn't
 - We are trying to be both supportive and constructive
- 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/Peer Review in Spiral 2

- Will take place over two weeks – March 4 and 11
- Please inform me **now** if you cannot make one of these days
 - Must be a hard constraint on you, not a desire to avoid class
 - Otherwise you will be scheduled to do a Peer review on the day that you are not presenting.



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

- Keep to review to 1 page, roughly 250 words total
- Peer Reviews for Spiral 2 Due Friday of the **week of the presentation**



Spiral 2 Presentations

Four slides with content due March 3rd at 6pm,

- Upload to the Quercus Assignment Spiral 2 by this time

■ Time Limit again 6 minutes, 5 minutes for questions

