ECE 1778:
Creative Applications for Mobile Devices

Lecture 7
February 26, 2020
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
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:


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 (1\textsuperscript{st} 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

COULD YOU DO A DEMO OF THE NEW PRODUCT FOR OUR VP NEXT WEEK?

WELL... THAT WOULD DELAY THE SHIP DATE, LOWER MORALE AND CREATE AN UNENDING DEMAND FOR MORE UNPRODUCTIVE DEMOS...

LOGICALLY, SINCE YOUR OBJECTIVE IS TO SHOW THAT WE'RE DOING VALUABLE WORK...

AND WE'LL NEED A BANNER THAT SAYS "QUALITY."

(15)
WE HAD TO CUT SOME CORNERS TO GET THE DEMO READY THIS SOON.

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.

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

TRY THE ELECTRIC SHAVER.
OUR NEW VP IS COMING. IS THE DEMO OF OUR HOLOGRAPHIC INTERFACE READY?

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

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

I'M DILBERT; LOYAL PEON.
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)
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**

The apple is the pomaceous fruit of the apple tree, species Malus domestica in the family (Rosaceae). It is the most widely cultivated fruit, and the most widely known of the many members of genus Malus that are used by humans.
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
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 3\textsuperscript{rd} at 6pm,
- Upload to the Quercus Assignment Spiral 2 by this time

- Time Limit again 6 minutes, 5 minutes for questions