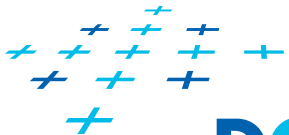


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# PDA

## 1<sup>st</sup> lecture

### Introduction, mobile computing (definitions and limits)



**DCGI**



# Contacts

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M. Jones, G. Marsden: Mobile Interaction Design

- consultation hours: at practices
- course web page: <http://pda.felk.cvut.cz>



# Classification

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## ■ Credits

- min. 40 points
- submitted semester project (D1-D4)
  - min. points per deliverable

## ■ Exam

- not mandatory
- min. 10 points

## ■ Points

D1-D4	65 points
exam	35 points
<b>SUM</b>	<b>100 points</b>

## ■ Extra points 3

- WUD 2012
- max. number of points in semester is 65 p

## ■ Classification

- A ... 90 and more points
- B ... 80 - 89 points
- C ... 70 - 79 points
- D ... 60 - 69 points
- E ... 50 - 59 points

## ■ Consequences

- without exam not better than D



# Semester projects: Overview

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- 1 project = 3 student
- mobile devices available
- submission at <http://hcisemestralky.felk.cvut.cz>
- late submissions
  - within 24 hours -20%
  - after 24 hours **0 points** => no credits



# Practice schedule

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1. Consultation of semester project
2. Individual work on the project, **D1 submission (Sun 30.9. 2012)**
3. Preparation for D2
4. Individual work on the project
5. Consultation of D2 draft version
  - **D2 submission (Sun 21.10.2012)**
6. Feedback on D2, preparation for D3
7. Preparation for D3
8. Individual work on the project
9. Individual work on the project, **D3 submission (Sun 18.11. 2012)**
10. Feedback on D3, preparation for D4
11. Individual work on the project
12. Preparation for D4
13. **D4 submission (Sun 16.12. 2012)**
14. Presentation of semester projects



# Practice: deliverables

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- D1 (2rd week): analysis of the problems of given topic
  - analysis of the existing solutions, research approaches and projects
  - summary of the problems and their explanation
  - selection of problems which will be solved in the semester project
- D2 (5th week): Paper mockup
  - analysis of the design principles (UI guidelines) of selected mobile platform
  - sketches (STN, dialogue model, HTA)
- D3 (9th week): Prototype
  - tries to cover the whole complexity of the problem solved
  - real functionality is limited (illusion of functionality)
  - **prototype running on target platform!!!**
- D4 (13th week): Final implementation of selected part of D3 prototype
  - whole app running on target platform
  - **selected part (solving some problem defined in D1) is implemented fully**
  - must demonstrate usage of life data, communication with necessary servers running, network connections, communication with sensors, multimodal interaction, etc.)
  - presentation of semester projects (P1)



# Lecture topics

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## ■ Design principles

- Usage of the screen space
- User interaction
- Design generally
- Exploiting context

## ■ Development

- MS Windows Phone 7, Windows 8
- Google Android
- Apple iOS

## ■ Mobile technologies

- wireless communication (WiFi, Bluetooth, GPS, GSM)
- special interaction methods (accelerometers, vibrations, compass, flashing parts of mobile, touch gestures)

