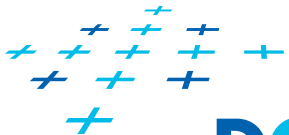

PDA

1st lecture

Introduction, semester project consultation



DCGI



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M. Jones, G. Marsden: Mobile Interaction Design

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



Classification

■ Credits

- max. 2 missed practices
- min. 40 points
- submitted semester project (D1-D4)
 - min. points per deliverable

■ Exam

- **mandatory!!!**
- min. 10 points

■ Points

D1-D4	70 points
exam	30 points
SUM	100 points

■ Classification

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



Semester projects: Overview

- 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

1. Consultation of semester project
2. Consultation of D1 draft version
 - **D1 submission (Sun 6.10.2013 + 4 hours)**
3. Workshop on multi-device design (Windows 8)
4. Workshop on D2 Mockup
5. Consultation of D2 draft version
 - **D2 submission (Sun 27.10.2013 + 4 hours)**
6. Preparation for D3
7. Workshop on D3 electronic prototype
8. Individual work on the project
9. Consultation of D3 draft version
 - **D3 submission (Sun 24.11.2013 + 4 hours)**
10. Preparation for D4
11. Individual work on the project
12. Consultation of D4 draft version
13. Presentation of semester projects
 - **D4 submission (Sun 22.12.2013 + 4 hours)**
14. HOLIDAY



Practice: deliverables

- D1 (2nd week): Problem analysis of given topic [9 p]
 - 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 [13 p]
 - paper prototype
 - informal testing
 - analysis of the design principles (UI guidelines) of selected mobile platform
- D3 (9th week): Electronic Prototype [18 p]
 - tries to cover the whole complexity of the problem solved
 - real functionality is limited (illusion of functionality)
 - **prototype can be presented on target platform!!!**
- D4 (13th week): Final implementation of selected part of D3 prototype [25p+5p]
 - application 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

■ Design principles

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

■ Development

- MS Windows Phone, 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)



Thank you for attention

