Project 2

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Computer Sciences

CS-570 Introduction to Human-computer Interaction

WISCONSIN
UNIVERSITY OF WISCONSIN–MADISON

Application Domain

Mobile Interfaces

Interfaces and devices that people use on the go

Examples: smartphones, small tablets

Assumptions

Ubiquitous internet connection

Current sensors

Plausible novel sensors acceptable, but no magic!

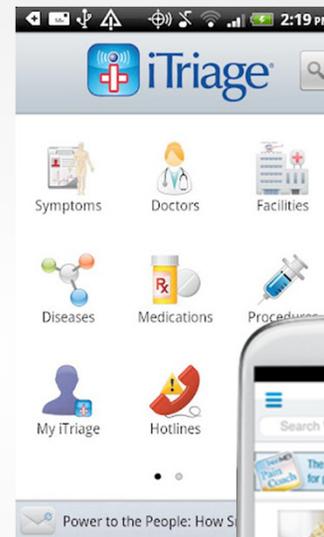"Apps" are the medium for your software
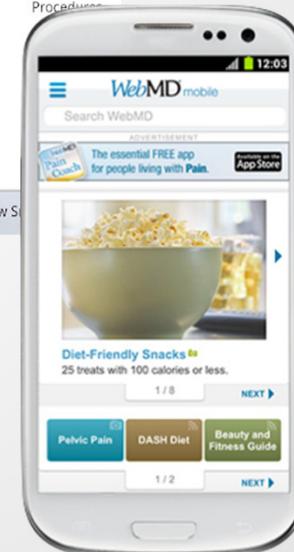
Examples: Existing Apps

Mobile Health

Cardio Buddy
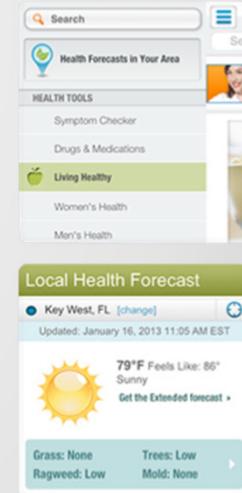

iTriage

Asthma App

WebMD

Activity Tracking

Moves
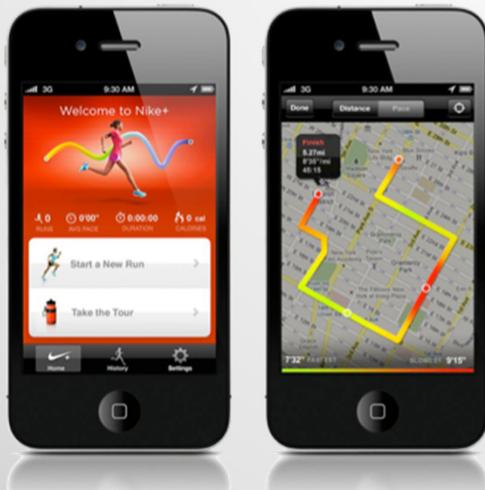
Jawbone Up

Nike+

Fitbit

Productivity/Teamwork

Goal
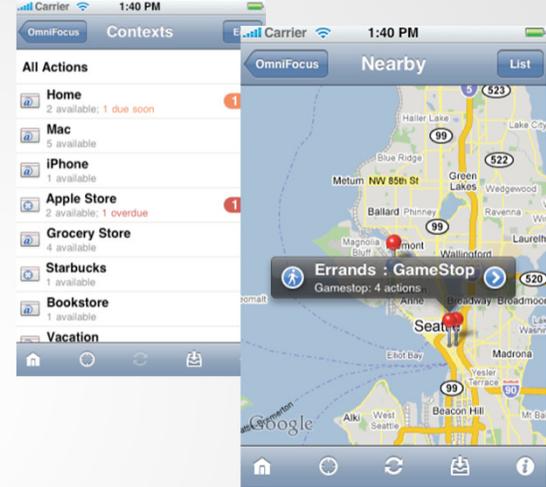Streaks

Mindjet

Clea
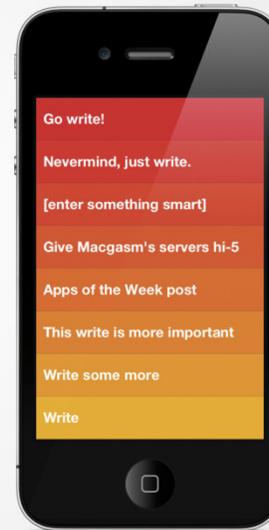
Todoist

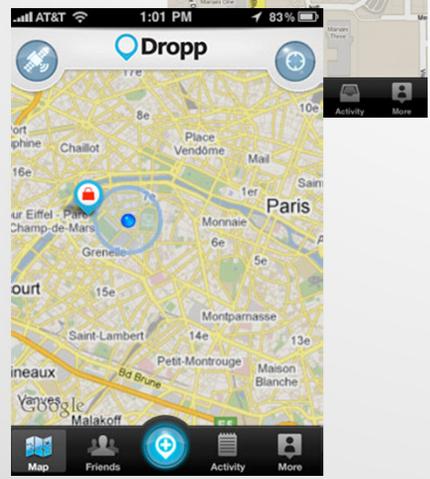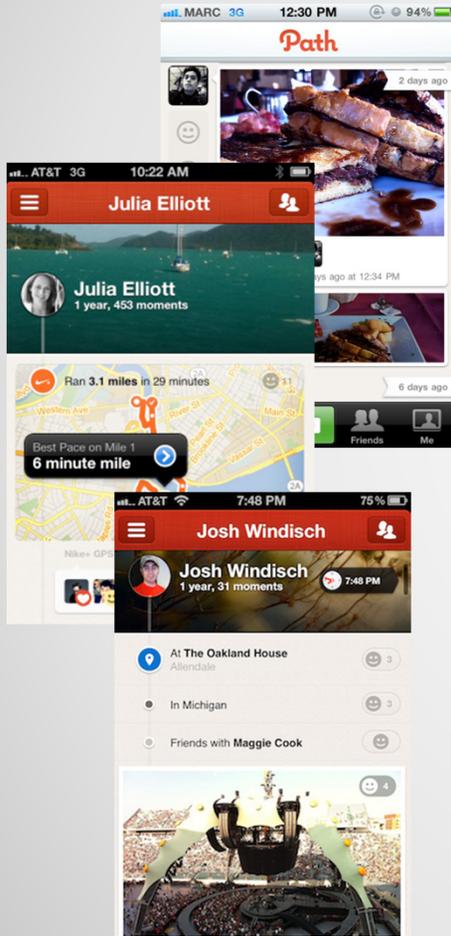# Location/Context-based Services

Loopt

OmniFocus

Dropp

HipGeo

Communication/Sharing

Path

Vine

Viber

Tumblr

Face Time

Activity Tracking
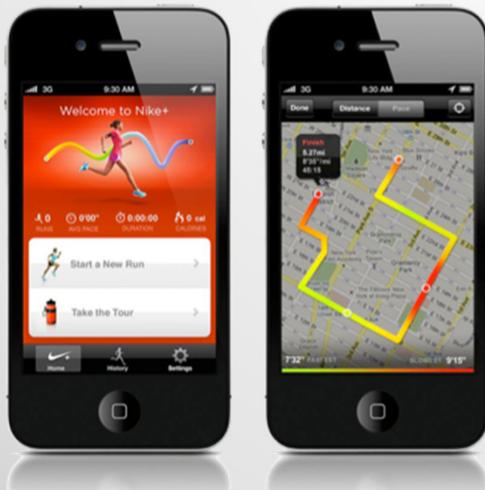
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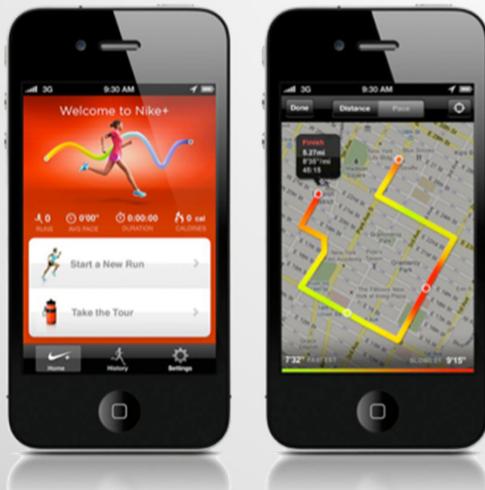
Fitbit

Examples: Previous Projects

Local Chat:
Location-based chatroom
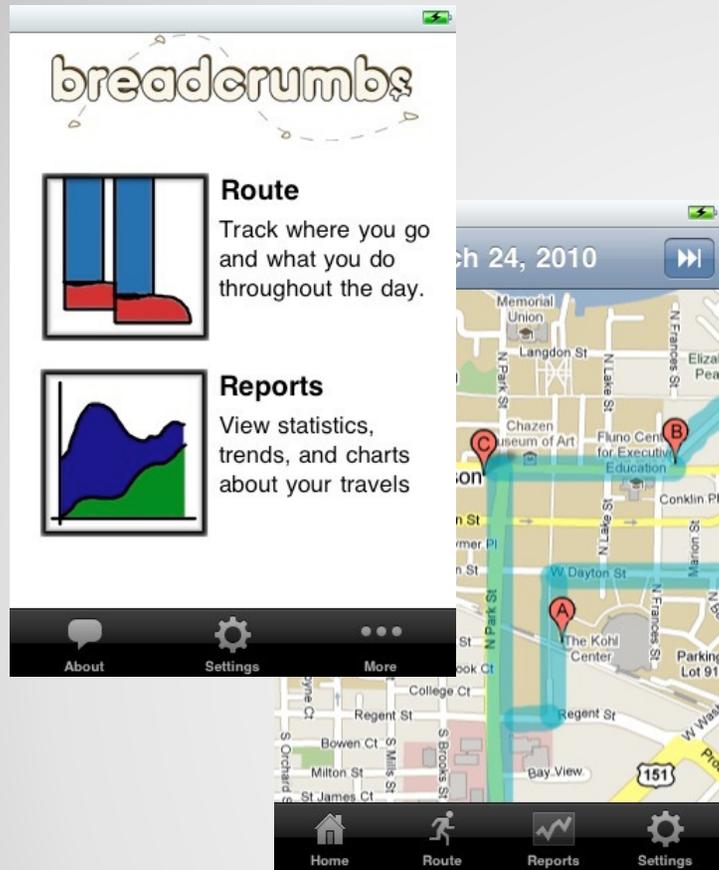
Breadcrumbs:
An app to help find
lost items

Smart Health:
An exercise coach app

Bucky's Budget Buddy:
An app that helps with
planning a night out

Project Overview

Exploration

Diaries/Cultural Probes

Ideation

Based on design opportunities from diaries/cultural probes, scenarios

Evaluation

Keystroke-level Model + a quantitative measure

Timeline/Overview

Week 1 (now): Team formation

Week 2, 3/13: Interim presentation
Present the probes you are sending out
No class Friday, have a good Spring Break!

Spring Break

Week 3, 3/28: Work Session

Week 4, 4/4: Work Session

Week 5, 4/11: Final Presentation

Next Steps

Identify an activity, population, type of work that you would like to support with your design

Identify potential users who will help you with your diary study

Assignment 2 is posted