Mobile Culture & Urban Spaces

Bauhaus-Universität Weimar

05. References

WS2012
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Summary

Prototype Presentation

Guidelines

Prototype Presentation

Prototype Presentation

What it can be?

Improved version
of an existing app

New app
idea / service

Prototype Presentation

Either way, what should be presented?

Prototype Presentation

- App name.
- Kind of service/type is offered by it.
- Target Group (tourists, students, elderly people, etc)
- Why it is needed? (Try to "sell" it)
- The OS (iOS, Android, etc) and **why** it was chosen.
- Screen Resolution.
- **Screens presentation and navigation**.

Prototype Presentation

If you will present an improved version
of an existing app, in additional it is needed:

- Show WHY it was necessary, and HOW it can be improved.
  This would deal about features and accessibility of those new features.

- Even if some features are already in other apps, you can also show a comparison with them. For instance, in which way your solution is "better", or "easier" to access.

- You can also try to offer a totally "original" feature, that could be the real differential about your app from others.
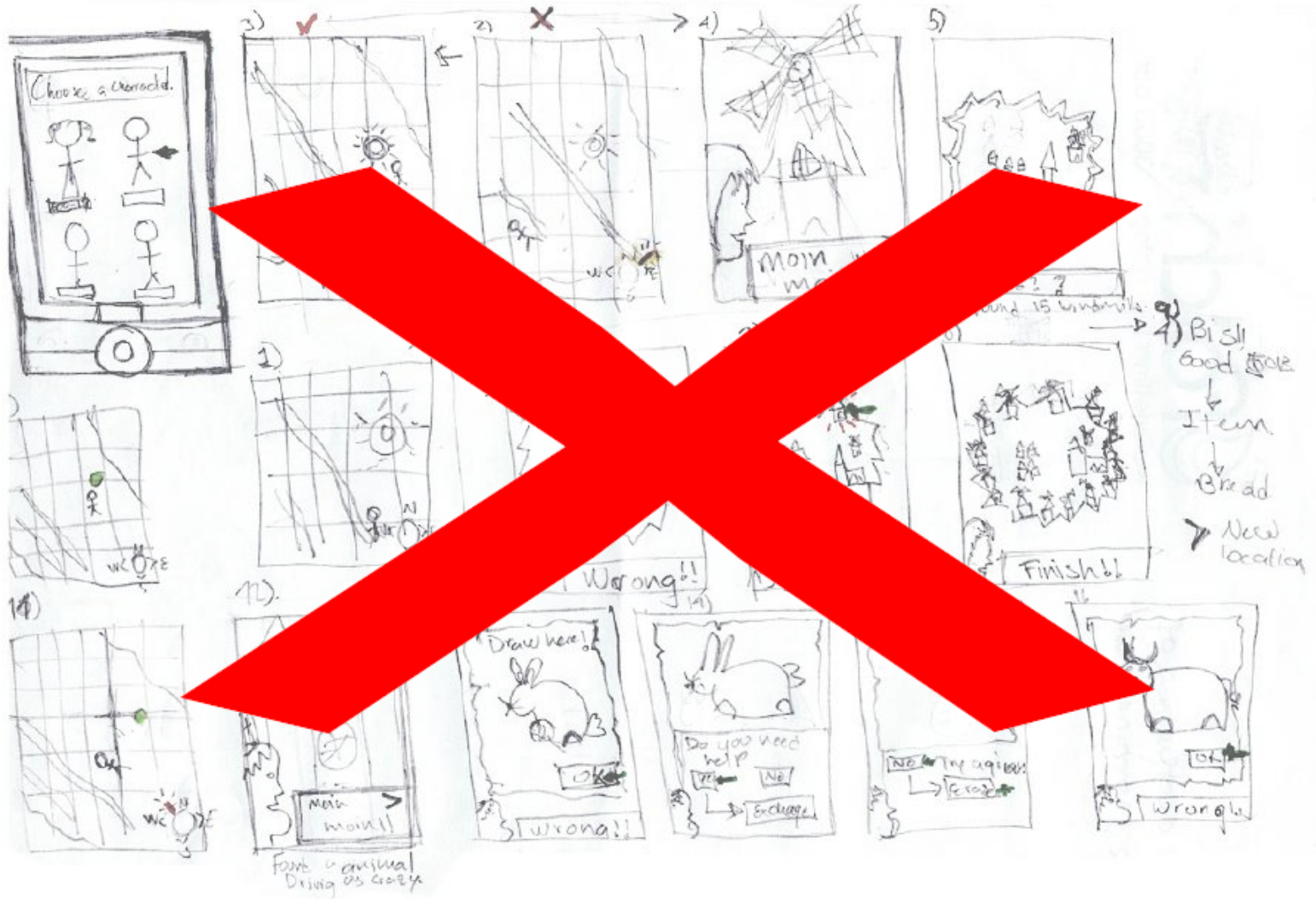
Prototype Presentation: Screens/Navigation

The student should provide the entire mock-up for accessing a functionality.

For instance, if the user wants to select a feature from the welcome screen, which steps (and how many "buttons" should be pressed) until achieve the desired information.

Prototype Presentation: Screens/Navigation

Image retrieved from mobileHive – Final Project Report (Dutra, et al., 2010, p. 156)

Prototype Presentation: Screens/Navigation

Image retrieved from *E-Magister: Digital Classbook* (Dutra, Ebel, & Lagos, 2010, p. 5)

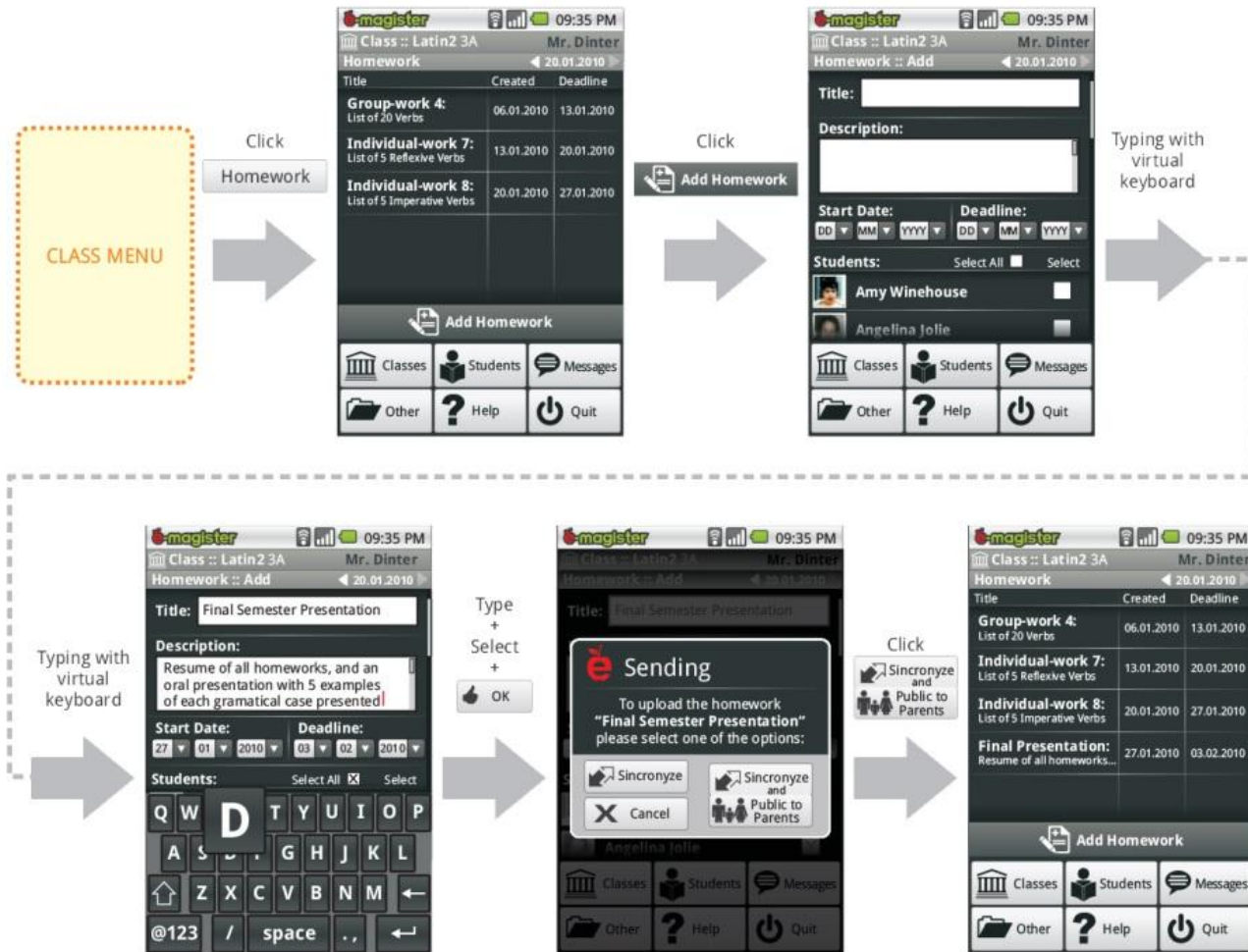# Prototype Presentation: Screens/Navigation

Image retrieved from *E-Magister: Digital Classbook* (Dutra, Ebel, & Lagos, 2010, p. 5)

Prototype Presentation: Screens/Navigation

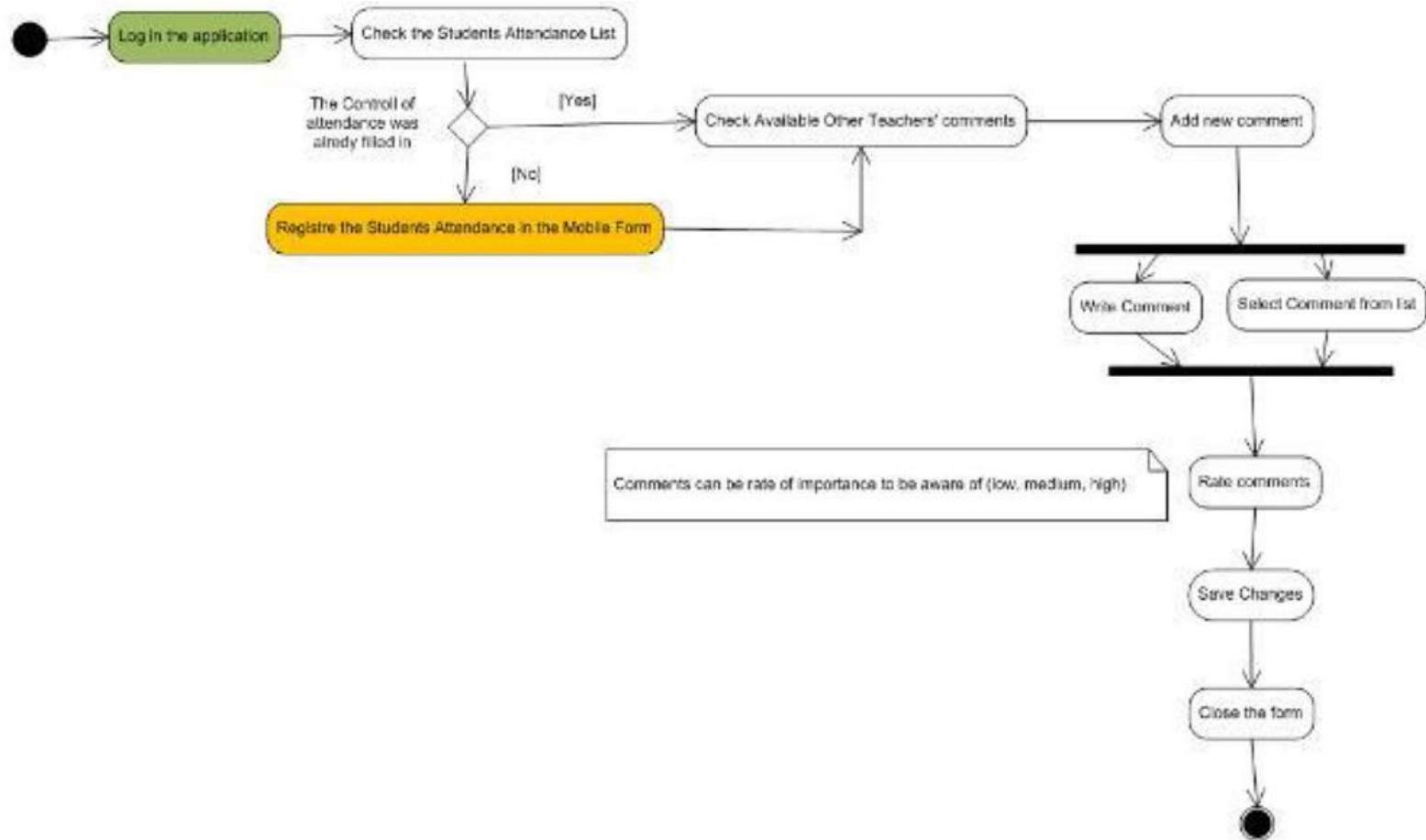Optional: further navigation explanations

Image retrieved from *E-Magister: Digital Classbook*

Prototype Presentation: Time

- **15 to 20 minutes**
- At 15th minute, a **green** sign will be given and should finish in 5 minutes.
- At 20th minute a **yellow** sign will be given, showing that the presentation already reached the time limitation.
- At the 25th minute a **red** sign will be given and the presentation will be interrupted.

Prototype Presentation: Tips

Tips and Guidelines

Prototype Presentation: Tips

iOS Human Interface Guidelines

- http://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/MobileHIG.pdf
- http://developer.apple.com/library/ios/#DOCUMENTATION/UserExperience/Conceptual/MobileHIG/Introduction/Introduction.html

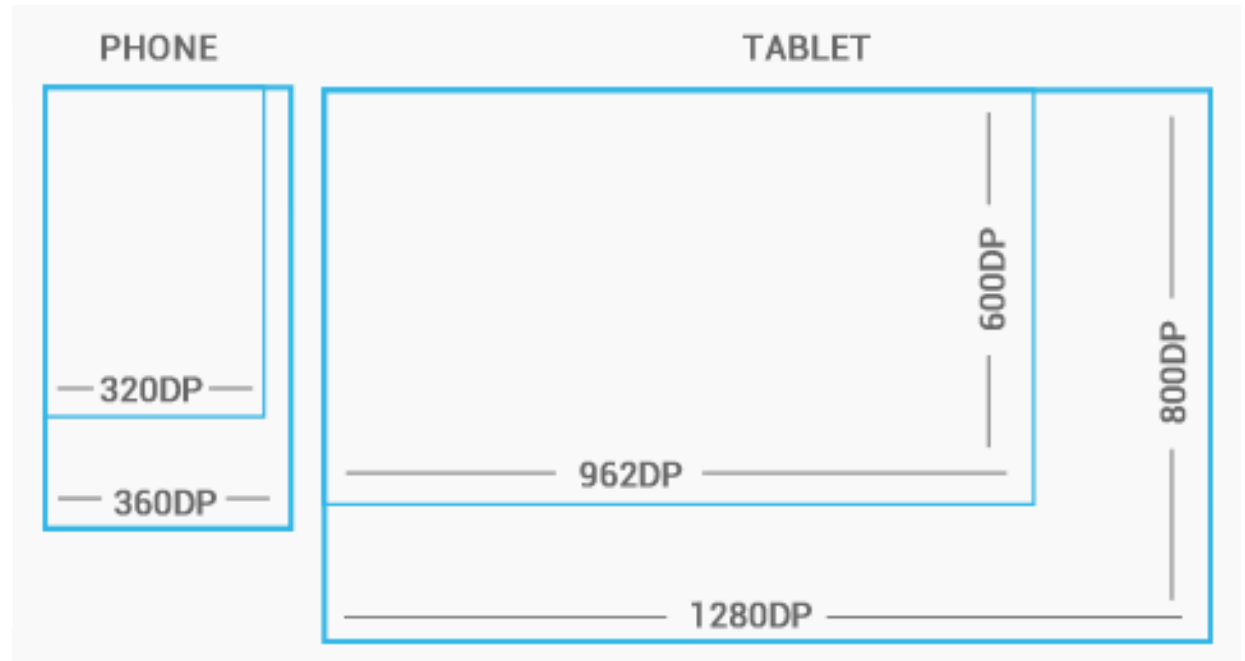# Prototype Presentation: Tips

Design | Android Developers

- http://developer.android.com/design/index.html

Prototype Presentation: Tips

Index of UX guidelines for Metro style apps
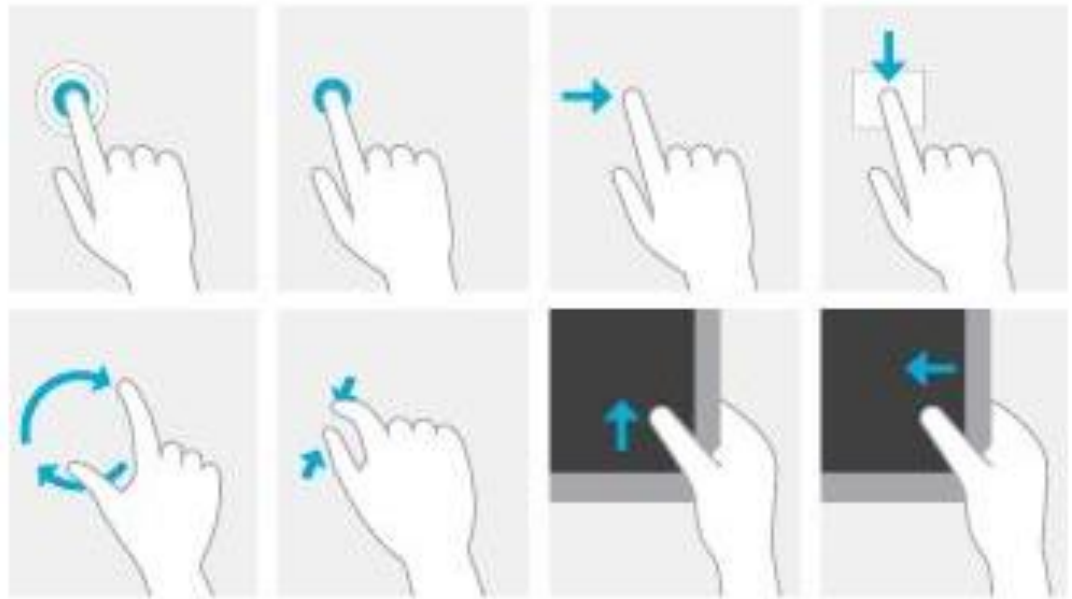
- http://msdn.microsoft.com/en-us/library/windows/apps/hh465424

Prototype Presentation: Tips

UI Design Guidelines for Handheld Devices
(Stone & Open University, 2005, p. 384) (adapted from Weiss, 2002, pp. 66–70)

- **"Select" versus "Type"**
  Text entry on a small device can be difficult. Where possible, and where it is appropriate to the application, the user should be offered a selection option rather than be made to enter text. Finding the best solution will require both thought and user testing.

Prototype Presentation: Tips

UI Design Guidelines for Handheld Devices
(Stone & Open University, 2005, p. 384) (adapted from Weiss, 2002, pp. 66–70)

- **Be consistent**
  Ensure that the same terminology is used within an application and that the same terminology is used between handheld applications. In the absence of guidelines, try to borrow ideas from applications that have been well designed and have a high degree of usability.

Prototype Presentation: Tips

UI Design Guidelines for Handheld Devices
(Stone & Open University, 2005, p. 384) (adapted from Weiss, 2002, pp. 66–70)

- **Consistency between platforms**
  While the same terminology can be used between handheld applications, you will need to think carefully when adapting an application from a desktop to a handheld device. It is not necessarily the case that terminology that works for a desktop will work for the smaller screened handheld device.

Prototype Presentation: Tips

UI Design Guidelines for Handheld Devices
(Stone & Open University, 2005, p. 384) (adapted from Weiss, 2002, pp. 66–70)

- **Design stability**
  In the event of, say, a connectivity failure, the system should allow the user to pick up from where he or she left off when the connection is restored. For example, if the user is completing some sort of form and a wireless connection goes down, the data in the fields from previously should not be lost and have to be reentered.

Prototype Presentation: Tips

UI Design Guidelines for Handheld Devices
(Stone & Open University, 2005, p. 384) (adapted from Weiss, 2002, pp. 66–70)

- **Provide feedback**
  The system should support the user with feedback regarding what the application is doing. Feedback in relation to, say, the use of an application or navigation within it could be provided via an assigned information key.

Prototype Presentation: Tips

UI Design Guidelines for Handheld Devices
(Stone & Open University, 2005, p. 384) (adapted from Weiss, 2002, pp. 66–70)

- **Forgiveness**
  The UI should be tolerant of user errors and provide an Undo function by, where feasible, a specially designated Back key.

Prototype Presentation: Tips

UI Design Guidelines for Handheld Devices
(Stone & Open University, 2005, p. 384) (adapted from Weiss, 2002, pp. 66–70)

- **Use metaphors**
  Real-world metaphors in line with the size of the display should be used. For example, while a desktop metaphor would be inappropriate for a cell phone, the use of an address book for storing telephone numbers would be okay.

Prototype Presentation: Tips

UI Design Guidelines for Handheld Devices
(Stone & Open University, 2005, p. 385) (adapted from Weiss, 2002, pp. 66–70)

- **Clickable graphics should look clickable**
  If a graphic is clickable, then it should have defined borders and the graphic should have high contrast with the background color. Conversely, graphics that are static should not appear to be clickable.

Prototype Presentation: Tips

UI Design Guidelines for Handheld Devices
(Stone & Open University, 2005, p. 385) (adapted from Weiss, 2002, pp. 66–70)

- **Use icons to clarify concepts**
  Icons should be meaningful and representative of the concepts they are meant to convey.

Prototype Presentation: Tips

Most Important:

Be **CREATIVE** and **LOGICAL**

and try something **NEW!**

Image retrieved and modified from http://estudioimg.files.wordpress.com/2012/05/two-sides-of-brain.png

Reference Styles

How to cite

Reference Styles

- There are several types of reference styles.

- In some cases, such as submitting a paper for a conference, a specific style is required.

- In some countries all the academic material should follow the same reference style guidelines.

Reference Styles

- Helps to indentify the sources used in an academic work.
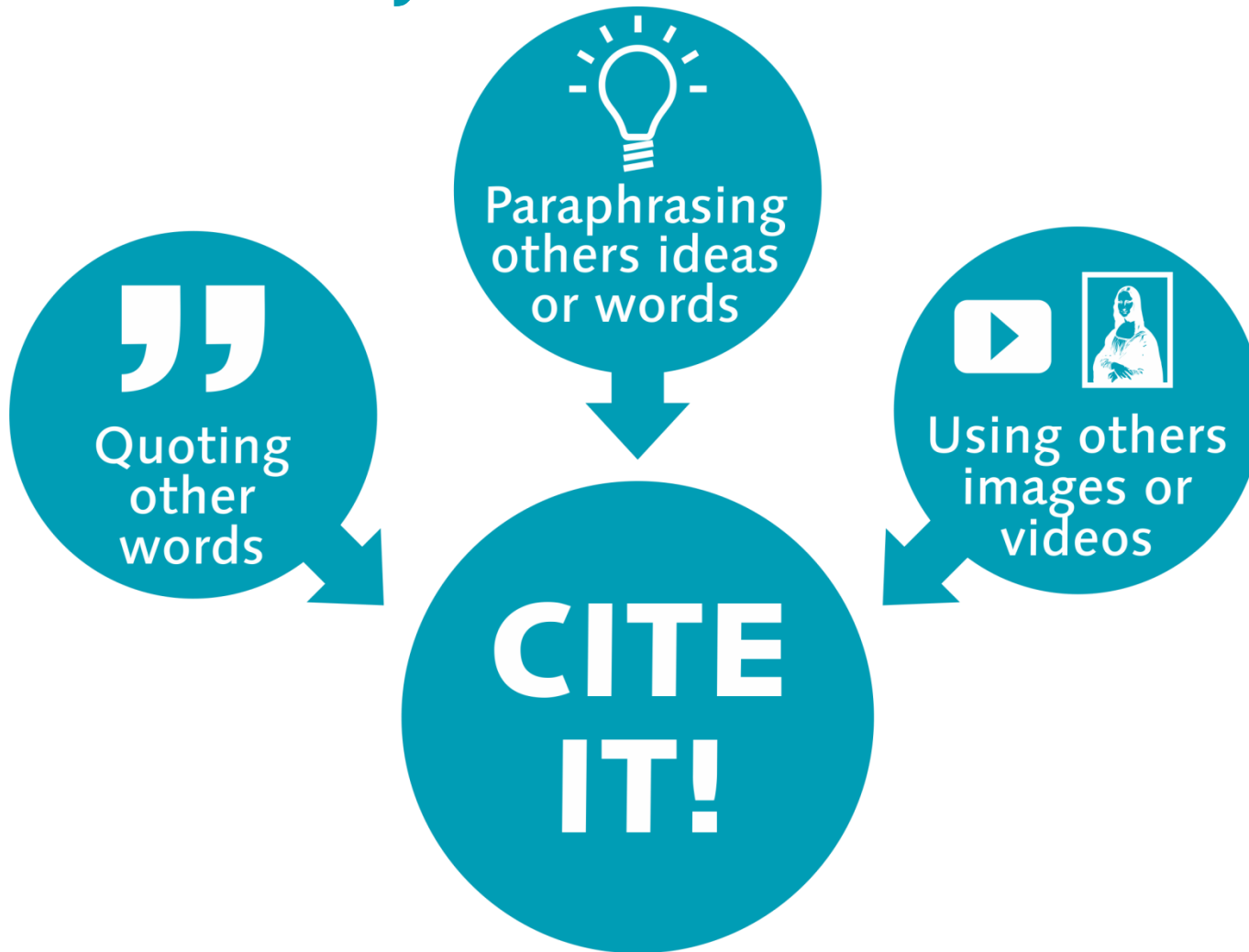
Reference Styles

Quoting other words

Paraphrasing others ideas or words

Using others images or videos

CITE IT!

Image retrieved and modified from http://library.csun.edu/blogs/cited/files/2012/11/citing-image.jpg

Reference Styles: some examples

- APA (American Psychological Association)
  (used in Social Sciences and Education) http://owl.english.purdue.edu/owl/resource/560/01/

- CSE (Council of Scientific Editors)
  (used in Natural and Applied Sciences) http://www.wsulibs.wsu.edu/quickguides/cse

- Chicago
  (used in History, Natural and Social Sciences) http://www.chicagomanualofstyle.org/tools_citationguide.html

- IEEE (Institute of Electrical and Electronics Engineers)
  (used in Engineering) http://libguides.murdoch.edu.au/IEEE

- MLA (Modern Language Association)
  (used in Arts and Humanities) http://owl.english.purdue.edu/owl/resource/747/01/

- ACM (Association for Computing Machinery)
  (used in Engineering and Computer Sciences) http://www.acm.org/sigs/publications/proceedings-templates

- ABNT (Associação Brasileira de Normas Técnicas)
  (used in for all academic works in Brazil) http://www.ced.pucsp.br/conteudo/downloads/ABNT_2011.pdf

Reference Styles: APA

Citations:

- Example of an Article inside a Book (Brighenti, 2010)
- Example of a Website reference ("IFD:Mobile Culture and Urban Spaces - Medien Wiki," n.d.)
- Example of a Book reference (McLuhan, 2001)

List of References:

- Brighenti, A. M. (2010). New Media and the Prolongations of Urban Environments. *Convergence: The International Journal of Research into New Media Technologies*, *16*(4), 471–487. doi:10.1177/1354856510375528
- IFD:Mobile Culture and Urban Spaces - Medien Wiki. (n.d.). Retrieved July 23, 2012, from http://www.uni-weimar.de/medien/wiki/IFD:Mobile_Culture_and_Urban_Spaces
- McLuhan, M. (2001). *Understanding media : the extensions of man*. London: Routledge.

Reference Styles: CSE

Citations:

- Example of an Article inside a Book [1]
- Example of a Website reference [2]
- Example of a Book reference [3]

List of References:

- 1. Brighenti AM. New Media and the Prolongations of Urban Environments. Convergence: The International Journal of Research into New Media Technologies. 2010 November [cited 2011 August 7];16(4):471–487.

- 2. Anon. IFD:Mobile Culture and Urban Spaces - Medien Wiki. [cited 2012 July 23]. Available from: http://www.uni-weimar.de/medien/wiki/IFD:Mobile_Culture_and_Urban_Spaces

- 3. McLuhan M. Understanding media : the extensions of man. London: Routledge; 2001.

Reference Styles: Chicago

Citations:
- Example of an Article inside a Book (Brighenti 2010)
- Example of a Website reference ("IFD:Mobile Culture and Urban Spaces - Medien Wiki" 2012)
- Example of a Book reference (McLuhan 2001)

List of References:

- Brighenti, Andrea Mubi. 2010. "New Media and the Prolongations of Urban Environments." *Convergence: The International Journal of Research into New Media Technologies* 16 (4) (November): 471–487. doi:10.1177/1354856510375528.
- "IFD:Mobile Culture and Urban Spaces - Medien Wiki." 2012. Accessed July 23. http://www.uni-weimar.de/medien/wiki/IFD:Mobile_Culture_and_Urban_Spaces.
- McLuhan, Marshall. 2001. *Understanding media : the extensions of man*. London: Routledge.

Reference Styles: IEEE

Citations:

- Example of an Article inside a Book [1]
- Example of a Website reference [2]
- Example of a Book reference [3]

List of References:

- [1]   A. M. Brighenti, "New Media and the Prolongations of Urban Environments," *Convergence: The International Journal of Research into New Media Technologies*, vol. 16, no. 4, pp. 471–487, Nov. 2010.

- [2]   "IFD:Mobile Culture and Urban Spaces - Medien Wiki." [Online]. Available: http://www.uni-weimar.de/medien/wiki/IFD:Mobile_Culture_and_Urban_Spaces. [Accessed: 23-Jul-2012].

- [3]   M. McLuhan, *Understanding media : the extensions of man*. London: Routledge, 2001.

Reference Styles: MLA

Citations:

- Example of an Article inside a Book (Brighenti)
- Example of a Website reference ("IFD:Mobile Culture and Urban Spaces - Medien Wiki")
- Example of a Book reference (McLuhan)

List of References:

- Brighenti, Andrea Mubi. "New Media and the Prolongations of Urban Environments." *Convergence: The International Journal of Research into New Media Technologies* 16.4 (2010): 471–487. Web. 7 Aug. 2011.
- "IFD:Mobile Culture and Urban Spaces - Medien Wiki." Web. 23 July 2012.
- McLuhan, Marshall. *Understanding media : the extensions of man*. London: Routledge, 2001. Print.

Reference Styles: ACM

Citations:

- Example of an Article inside a Book [1]
- Example of a Website reference [2]
- Example of a Book reference [3]

List of References:

- [1]   Brighenti, A.M. 2010. New Media and the Prolongations of Urban Environments. *Convergence: The International Journal of Research into New Media Technologies*. 16, 4 (Nov. 2010), 471–487.

- [2]   IFD:Mobile Culture and Urban Spaces - Medien Wiki: *http://www.uni-weimar.de/medien/wiki/IFD:Mobile_Culture_and_Urban_Spaces*. Accessed: 2012-07-23.

- [3]   McLuhan, M. 2001. *Understanding media : the extensions of man*. Routledge.

Reference Styles: ABNT (Brazil)

Citations:

- Example of an Article inside a Book (BRIGHENTI, 2010)
- Example of a Website reference ("IFD:Mobile Culture and Urban Spaces - Medien Wiki,")
- Example of a Book reference (MCLUHAN, 2001)

List of References:

- BRIGHENTI, A. M. New Media and the Prolongations of Urban Environments. **Convergence: The International Journal of Research into New Media Technologies**, v. 16, n. 4, p. 471–487, 2010. Acesso em: 7/8/2011.
- **IFD:Mobile Culture and Urban Spaces - Medien Wiki**. Disponível em: <http://www.uni-weimar.de/medien/wiki/IFD:Mobile_Culture_and_Urban_Spaces>. Acesso em: 23/7/2012.
- MCLUHAN, M. **Understanding media : the extensions of man**. London: Routledge, 2001.

Reference Styles

How to manage to learn and write in several types of reference styles?

Answer: <u>Reference Manager</u>

Reference Manager

Some of available tools and tips

Reference Manager

- It is possible to find several services regarding reference management.
- Some are free, some are paid.
- Your choice will depend on what you need from it.

Reference Manager

- Zotero (https://zotero.org/)
- Endnote (http://endnote.com/)
- Mendeley (http://mendeley.com/)
- RefWorks (http://refworks.com/)
- CiteULike (http://citeulike.org/)
- JabRef (http://jabref.sourceforge.net/)
- Papers (http://mekentosj.com/papers/)
- Citavi (http://citavi.com/)

Reference Management

- ## Reference Manager Overview
  ("Reference Manager Overview | Gobbledygook," n.d.)

Store Organize references on computer		Zotero	EndNote	Mendeley	Refworks	CiteULike	JabRef	Papers	Citavi
	Windows	■	■	■	■	■	■		■
	Macintosh	■	■	■			■	■	
	Linux	■		■			■		
	iPhone/iPad			■				■	

Reference Manager

- Reference Manager Overview

Write — Put formatted references into manuscript		Zotero	EndNote	Mendeley	Refworks	CiteULike	JabRef	Papers	Citavi
	Microsoft Word	X	X	X	X				
	Open Office	X	X	X					
	LaTex			X			X		
	Edit styles		X		X				X

Reference Manager

- Reference Manager Overview

Share Store online, sync, share with others		Zotero	EndNote	Mendeley	Refworks	CiteULike	JabRef	Papers	Citavi
	WWW	■	■	■	■	■			
	PDF files	■		■	■	■			
	Public folders	■		■	■	■			
	API	■	■	■		■			

Reference Manager

- Reference Manager Overview

Read Import, search, read and organize PDF files		Zotero	EndNote	Mendeley	Refworks	CiteULike	JabRef	Papers	Citavi
	Extract metadata	■	■	■			■	■	■
	Fulltext search	■	■	■	■			■	
	PDF viewer			■				■	
	File organizer			■				■	

Reference Manager: Zotero

- How it works

Reference Manager: Zotero
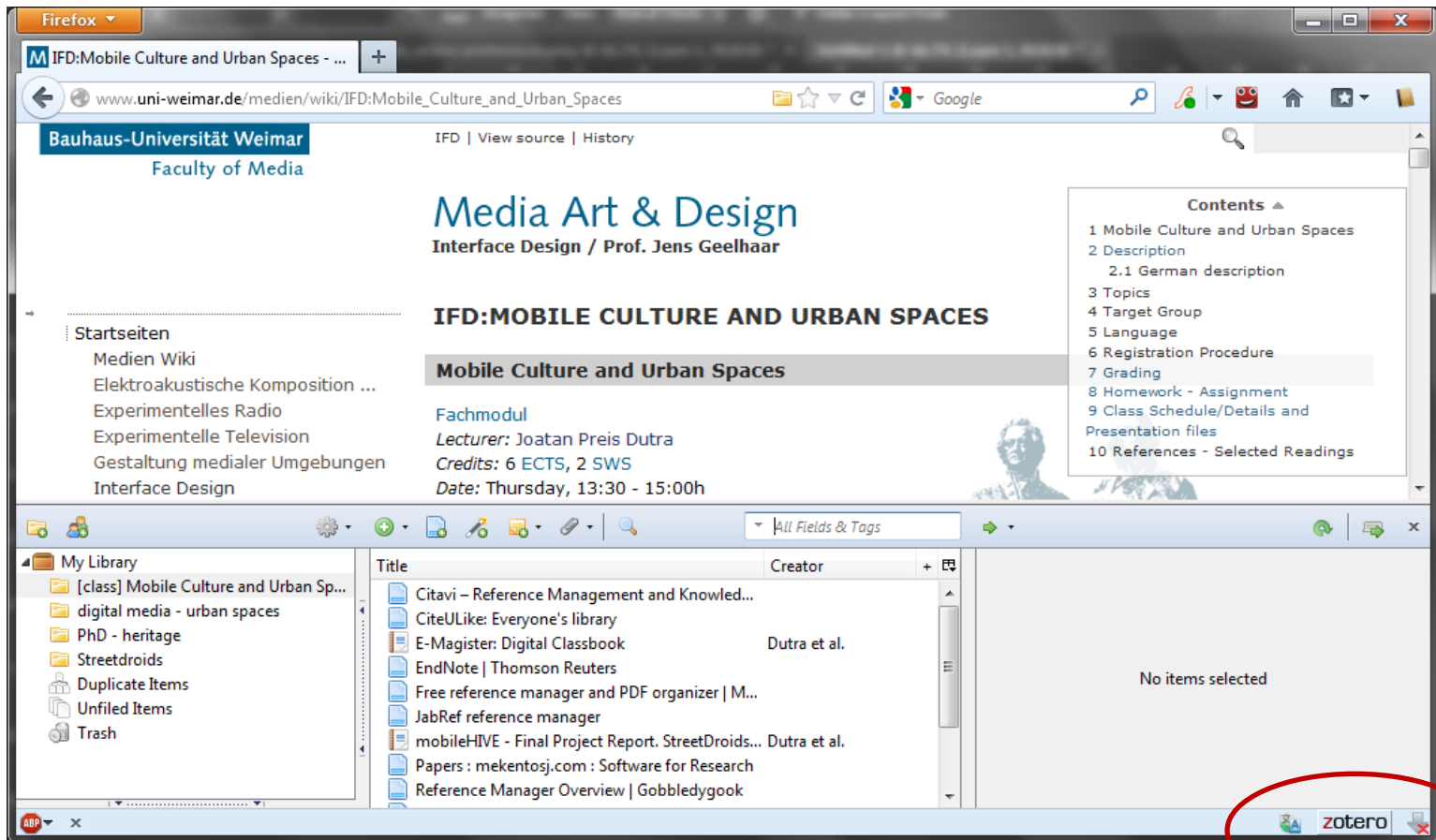
- Install two files:

Reference Manager: Zotero

- Create a free login
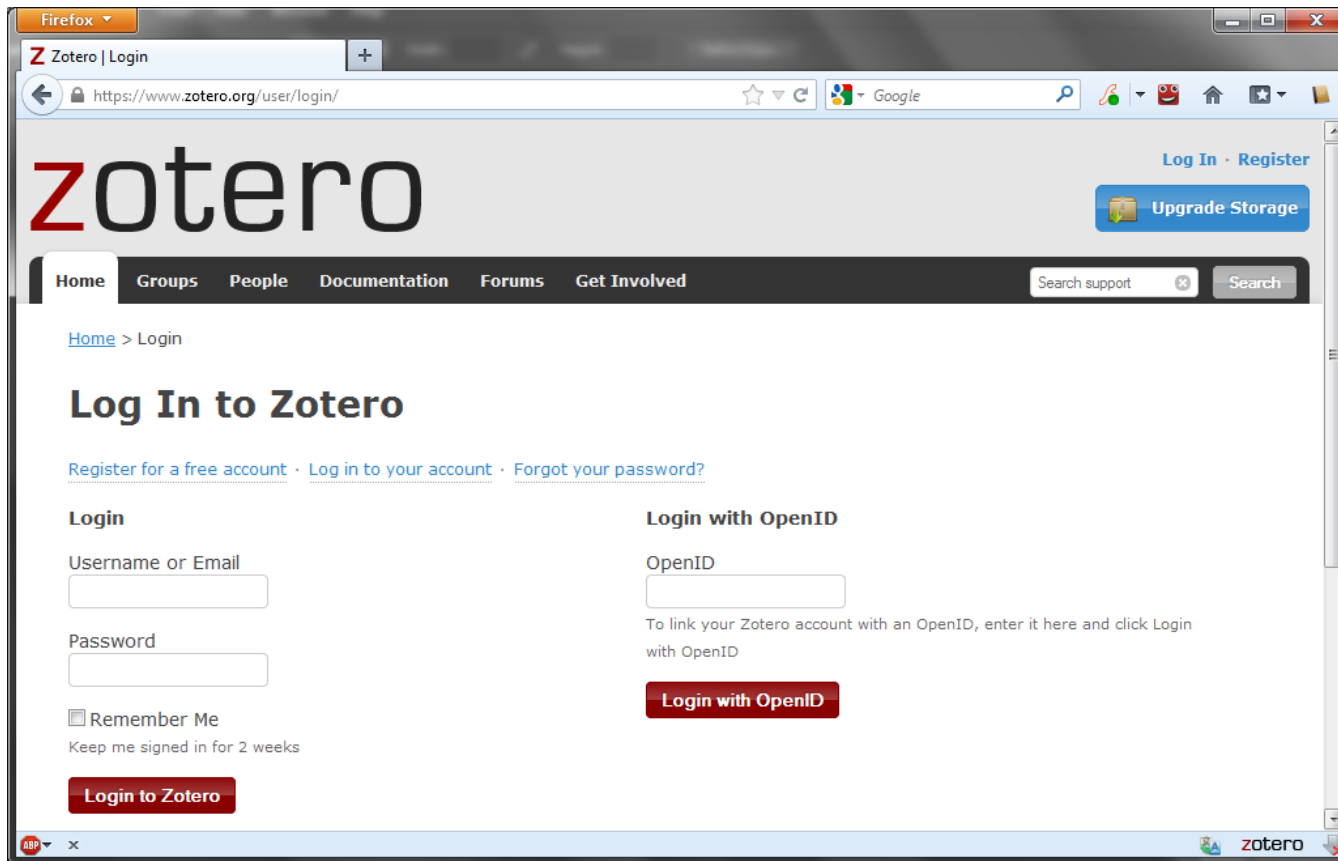
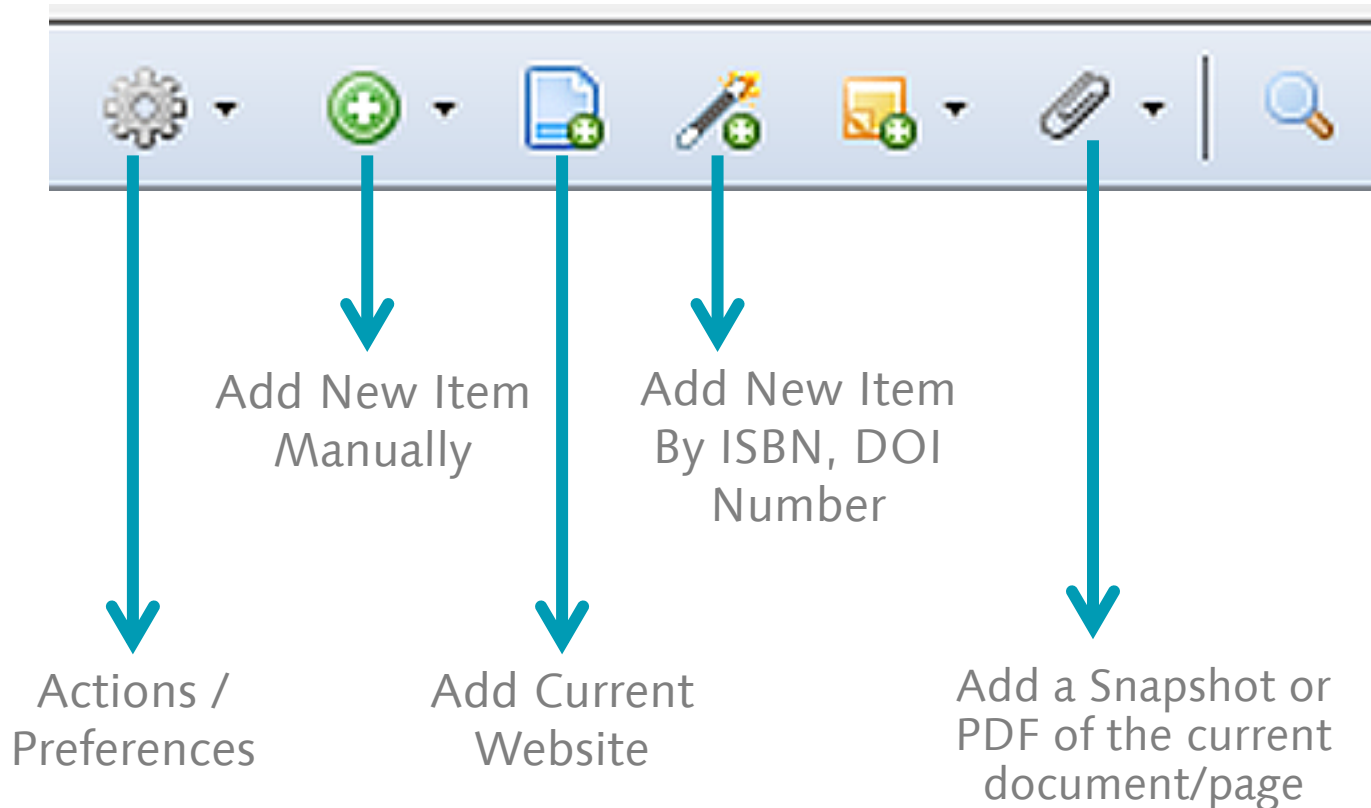# Reference Manager: Zotero

- After installed – in Firefox
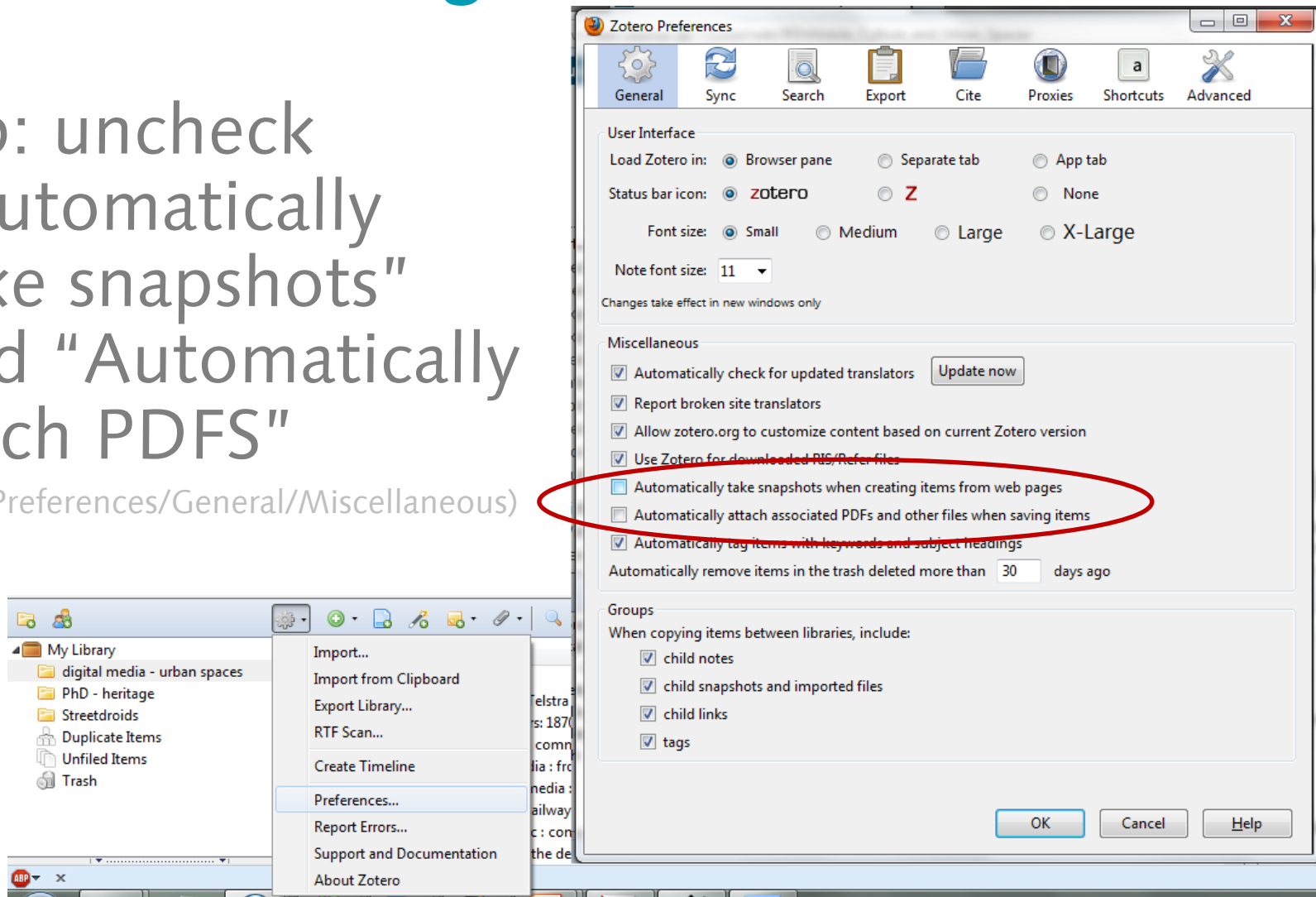
Reference Manager: Zotero

- After installed – in Firefox

Add New Item Manually

Add New Item By ISBN, DOI Number

Actions / Preferences

Add Current Website

Add a Snapshot or PDF of the current document/page
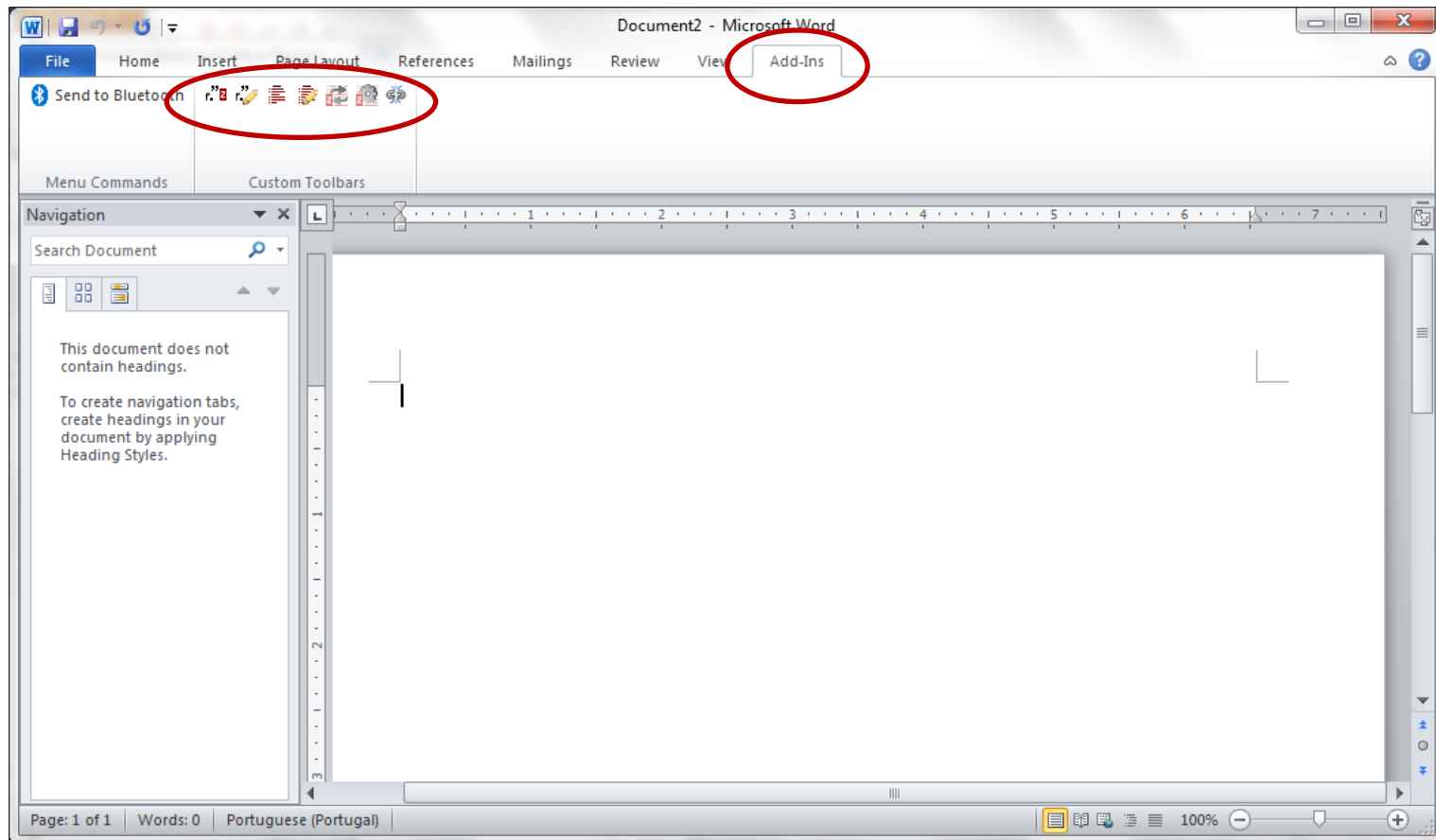
Reference Manager: Zotero

- Tip: uncheck "Automatically take snapshots" and "Automatically attch PDFS"
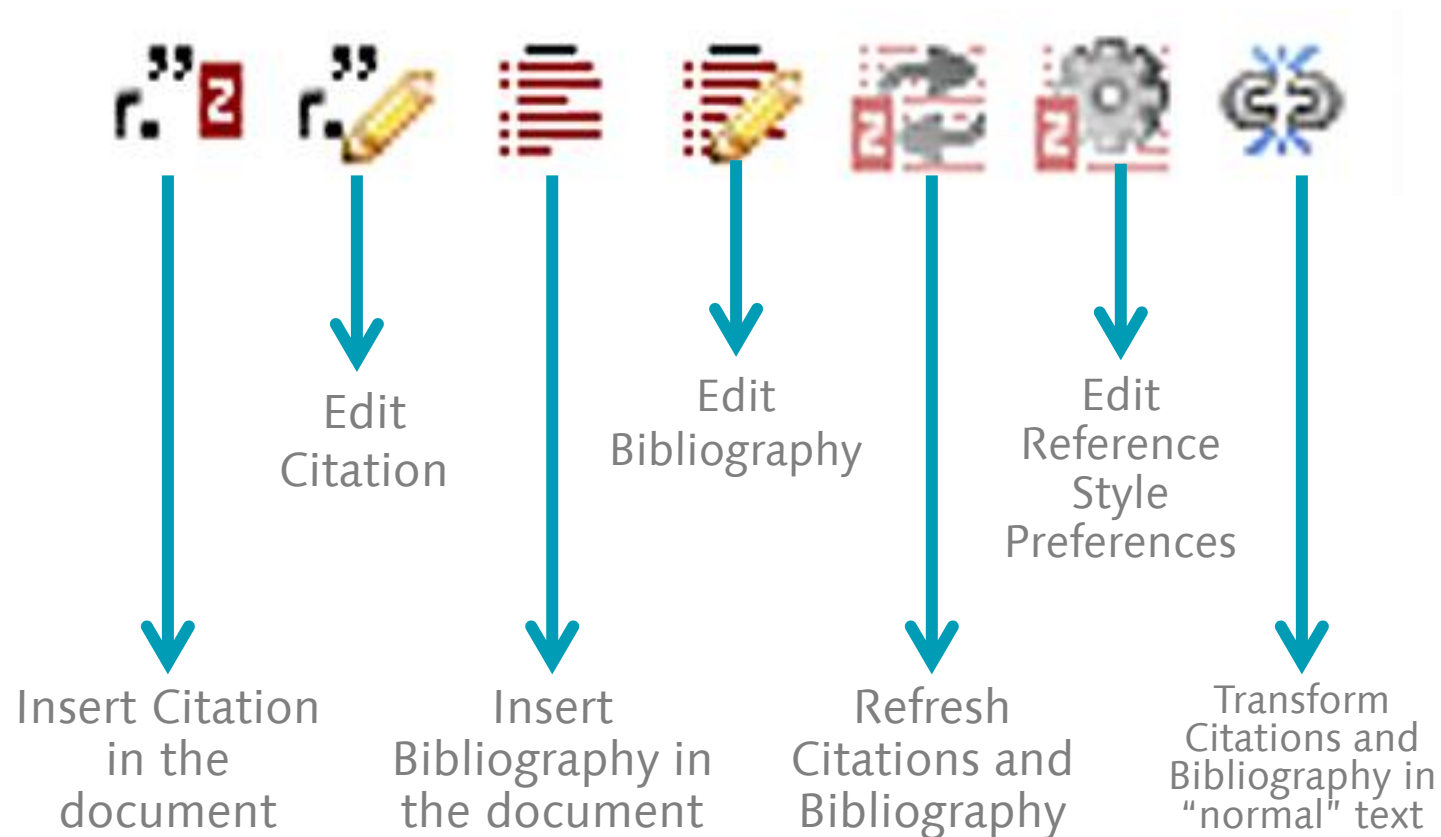
  (Actions/Preferences/General/Miscellaneous)

Reference Manager: Zotero
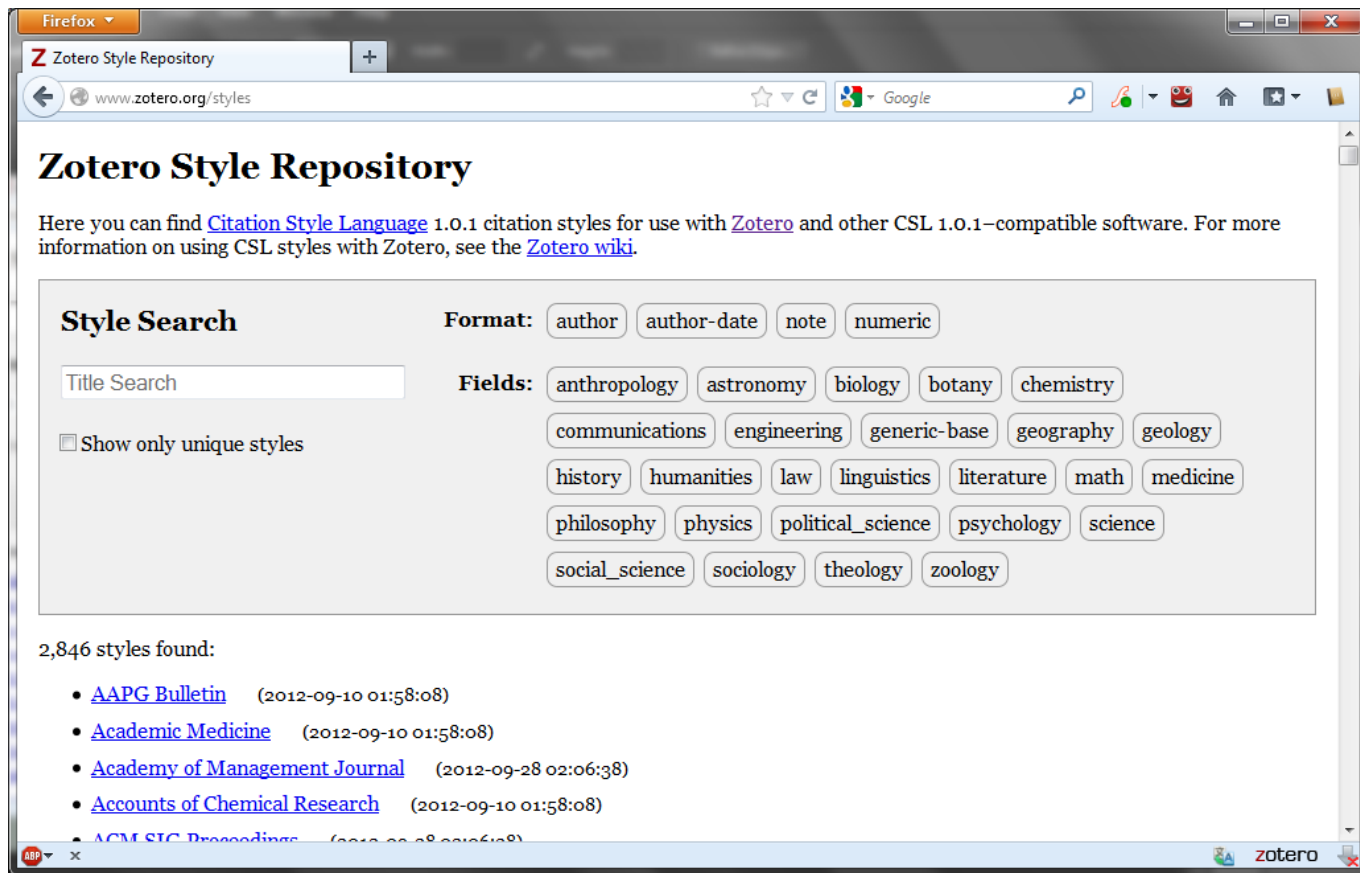
- After installed – in MS Word

Reference Manager: Zotero

- After installed – in MS Word

Edit Citation

Edit Bibliography

Edit Reference Style Preferences

Insert Citation in the document

Insert Bibliography in the document

Refresh Citations and Bibliography

Transform Citations and Bibliography in "normal" text

Reference Manager: Zotero

- Adding new styles: www.zotero.org/styles/

Reference Manager: Zotero

- How to collect/add your references and citations, using Zotero:
  https://www.youtube.com/watch?v=5MxLys74nfU

References

References for further readings

References

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- Citavi – Reference Management and Knowledge Organization. (n.d.). Retrieved November 28, 2012, from http://www.citavi.com/
- CiteULike: Everyone's library. (n.d.). Retrieved November 28, 2012, from http://www.citeulike.org/
- citing-image.jpg (JPEG Image, 441 × 295 pixels). (n.d.). Retrieved November 28, 2012, from http://library.csun.edu/blogs/cited/files/2012/11/citing-image.jpg
- CSE Quick Guide | WSU Libraries. (n.d.). Retrieved November 28, 2012, from http://www.wsulibs.wsu.edu/quickguides/cse
- Dutra, J. P., Ebel, I. R., & Lagos, A. C. (2010). *E-Magister: Digital Classbook* (p. 15). University of Bremen. Retrieved from http://www.joatan.com.br/docs/201001--DUTRA_EBEL_LAGOS--master_bremen--emagister_mobile_classbook.pdf
- Dutra, J. P., et al. (2010). *mobileHIVE - Final Project Report. StreetDroids - A Mobile Context-Aware Game for Android* (p. 203). University of Applied Sciences Bremen, University of Applied Sciences Bremerhaven. Retrieved from http://www.joatan.com.br/docs/201004--DUTRA_et_al--master_bremen_project--mobilehive_final_report.pdf

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- Purdue OWL: MLA Formatting and Style Guide. (n.d.). Retrieved November 28, 2012, from http://owl.english.purdue.edu/owl/resource/747/01/

References

- Reference Manager Overview | Gobbledygook. (n.d.). Retrieved November 27, 2012, from http://blogs.plos.org/mfenner/reference-manager-overview/
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- Stone, D. L., & Open University. (2005). *User interface design and evaluation*. Amsterdam; Boston, Mass.: Elsevier : Morgan Kaufmann.
- The Chicago Manual of Style Online: Chicago-Style Citation Quick Guide. (n.d.). Retrieved November 28, 2012, from http://www.chicagomanualofstyle.org/tools_citationguide.html
- two-sides-of-brain.png (PNG Image, 2560 × 1600 pixels). (n.d.). Retrieved November 28, 2012, from http://estudioimg.files.wordpress.com/2012/05/two-sides-of-brain.png
- Zotero | Home. (n.d.). Retrieved November 28, 2012, from http://www.zotero.org/
- Zotero Demonstation - YouTube. (n.d.). Retrieved November 28, 2012, from https://www.youtube.com/watch?v=5MxLys74nfU

Thank You!

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Bauhaus-Universität Weimar

05. References

http://www.uni-weimar.de/medien/wiki/IFD:Mobile_Culture_and_Urban_Spaces