

Mobile Culture & Urban Spaces

Bauhaus-Universität
Weimar

06. Conclusion

WS2012

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Summary

- 1. Essay / Short paper — 3
- 2. Students — 10
- 3. Results — 12
- 4. Next Semester — 42



Essay / Short Paper

How to do it



About the assignment



The essay should contain around 1000 words + samples and references, which means that it is possible to include an appendix with images descriptions, without counting in the words numbers. The same goes to the references. You can write a little more of 1000 words, if you REALLY need to conclude your idea, but it doesn't mean that you can write close to 2000 words - use the good sense and personal judgment for this case.

About the assignment



What will be evaluated in this assignment: ability to express in written format, content structure and content quality, plus the correct use of references. In this assignment will not be corrected grammar or vocabulary, as far the student can express the content properly.

It must have: 100 to 150 words as a short introduction plus 800 to 1000 words of development. Samples and references will not figure in this account, but they must figure inside the essay. Complete references are required.

Reference Styles



- There are several types of reference styles = be consistent.
- It is recommended APA or ACM
 - APA (American Psychological Association)
(*used in Social Sciences and Education*)
<http://owl.english.purdue.edu/owl/resource/560/01/>
 - ACM (Association for Computing Machinery)
(*used in Engineering and Computer Sciences*)
<http://www.acm.org/sigs/publications/proceedings-templates>

Topics



The topic of the essay can be an academic report regarding the seminary presentation, or another topic regarding mobile culture **and** urban spaces.

What will be evaluated in this assignment: ability to express in written format, content structure and content quality, plus the correct use of references.

Show your references

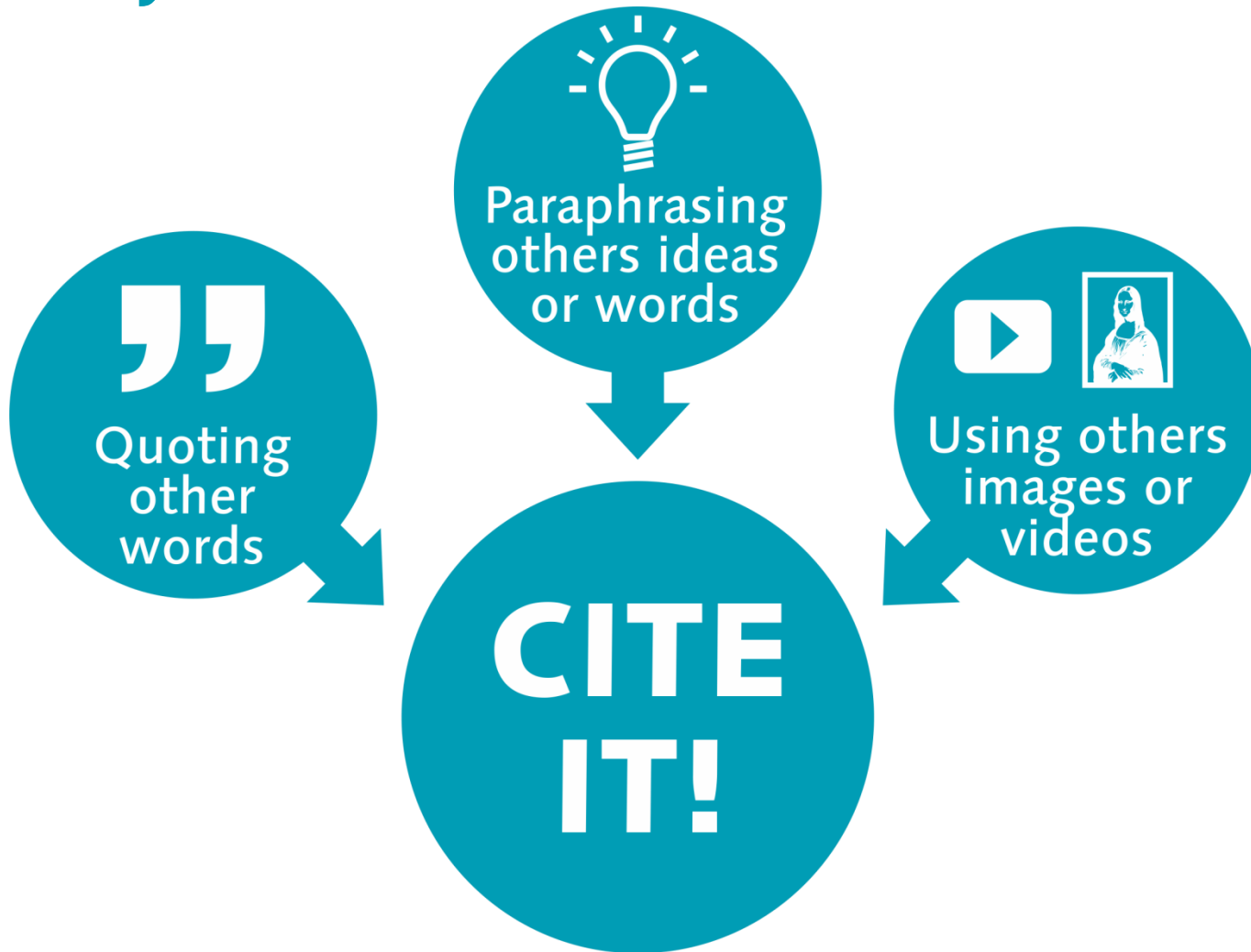


Image retrieved and modified from <http://library.csun.edu/blogs/cited/files/2012/11/citing-image.jpg>

Deadline



- 7th February
- 23:59
- 40% of the Final Grade

Students

Who enrolled in this class



Students

25 Master students in the Faculty of Media

- 9 Media Art and Design, M.F.A.
- 7 MediaArchitecture
- 6 Media Management
- 2 Integrated Int. Media Art & Design Studies
- 1 Computer Science and Media

Results

of the 2nd Presentation



Evaluation



1st Presentation:

- Presentation Skills
- Mandatory Table
- Content

2nd Presentation:

- Navigation
- Design
- Idea

Grade System

1,0 (= 100%) to 5,0 (= 0%)

Grade in words	Grade in numbers	Definition
A = sehr gut (very good)	1,0 1,3	excellent: outstanding performance with only minor errors
B = gut (good)	1,7 2,0 2,3	very good: above the average standard but with some errors
C = befriedigend (satisfactory)	2,7 3,0 3,3	good: generally sound work with a number of notable errors
D = ausreichend (sufficient)	3,7	satisfactory: fair but with significant shortcomings
E = ausreichend (sufficient)	4,0	sufficient: performance meets the minimum criteria
FX = ungenügend (fail)	4,3	fail: some more work required before the credit can be awarded
F = ungenügend (fail)	4,7 5,0	fail: considerable further work is required

Akademisches Auslandsamt - Uni Regensburg :: ECTS Grading. (n.d.). Retrieved and modified January 27, 2013, from http://www-app.ur.de/Einrichtungen/Auslandsamt/ects_grading.en.html

Prototype Presentation

1

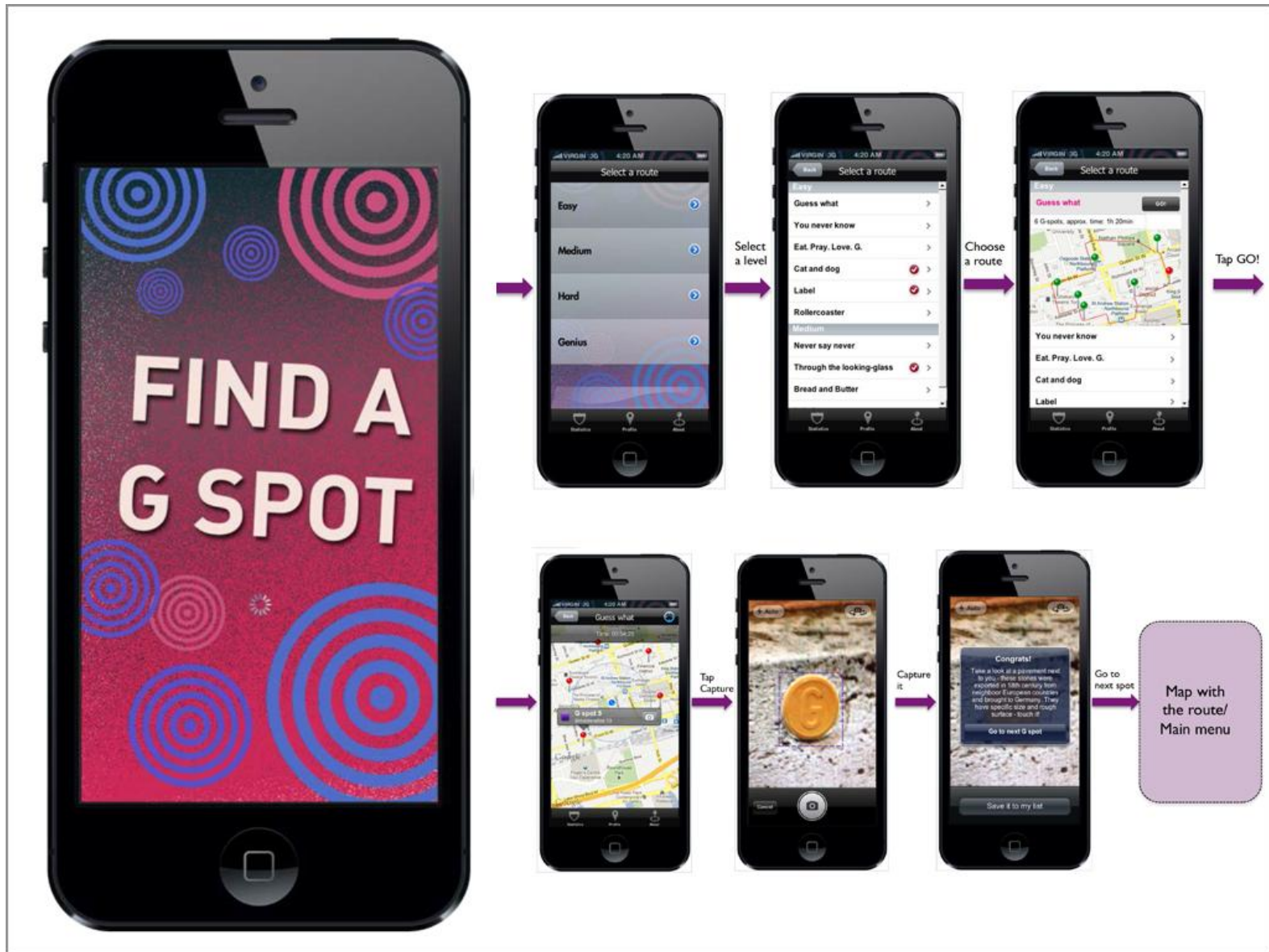


Improved version
of an existing app

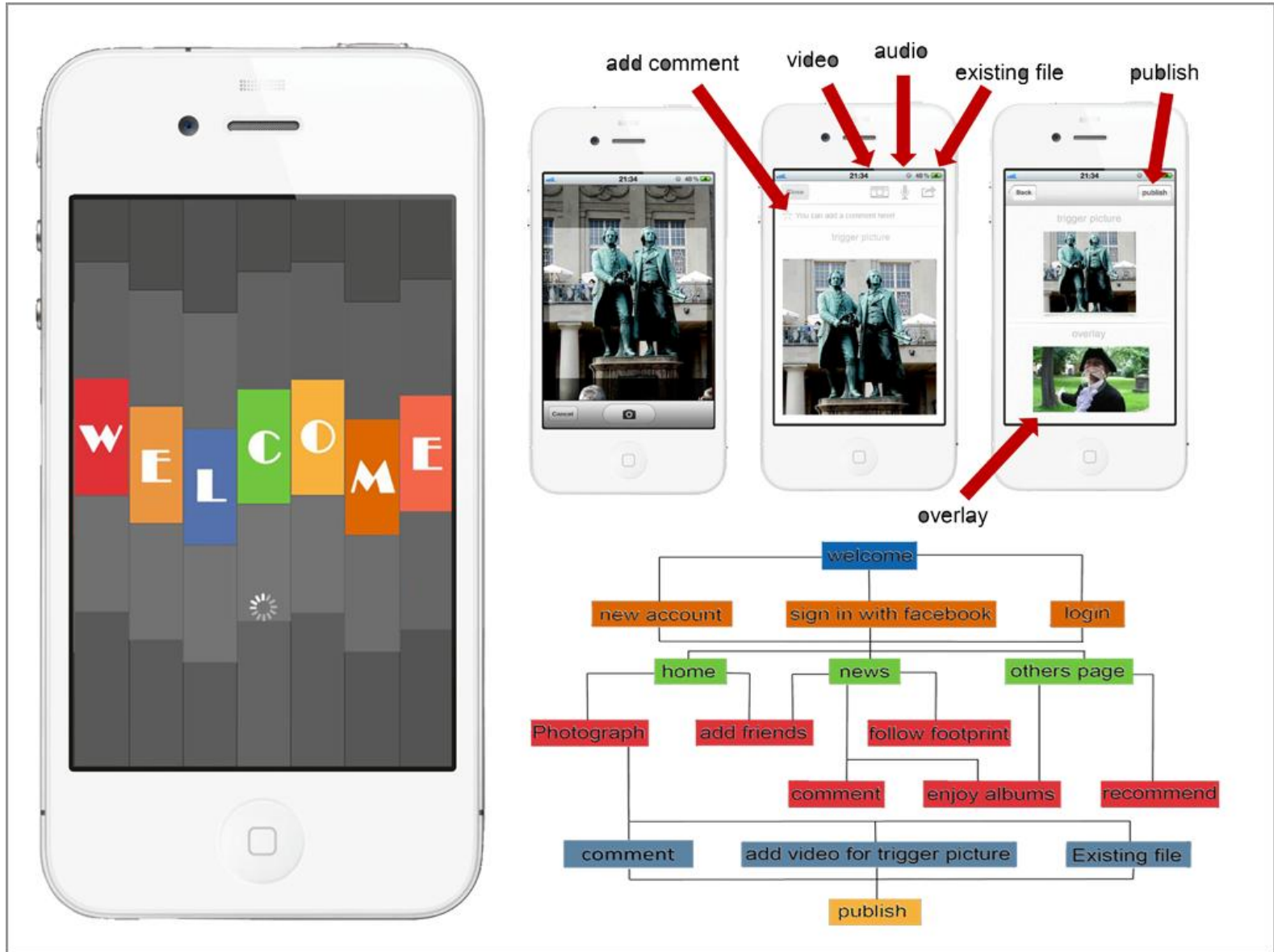
24

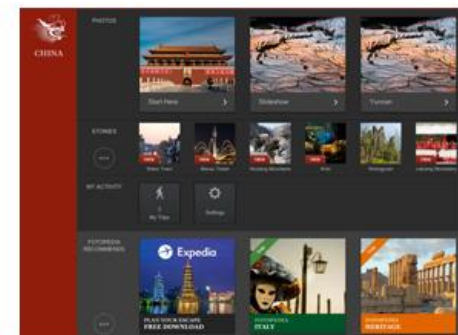
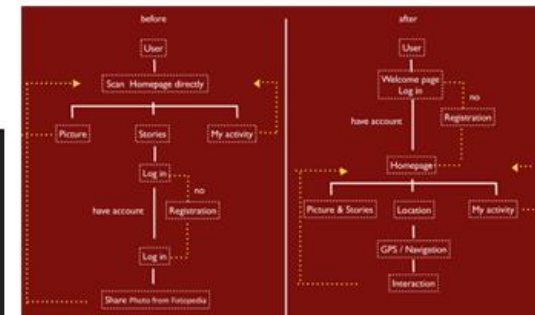
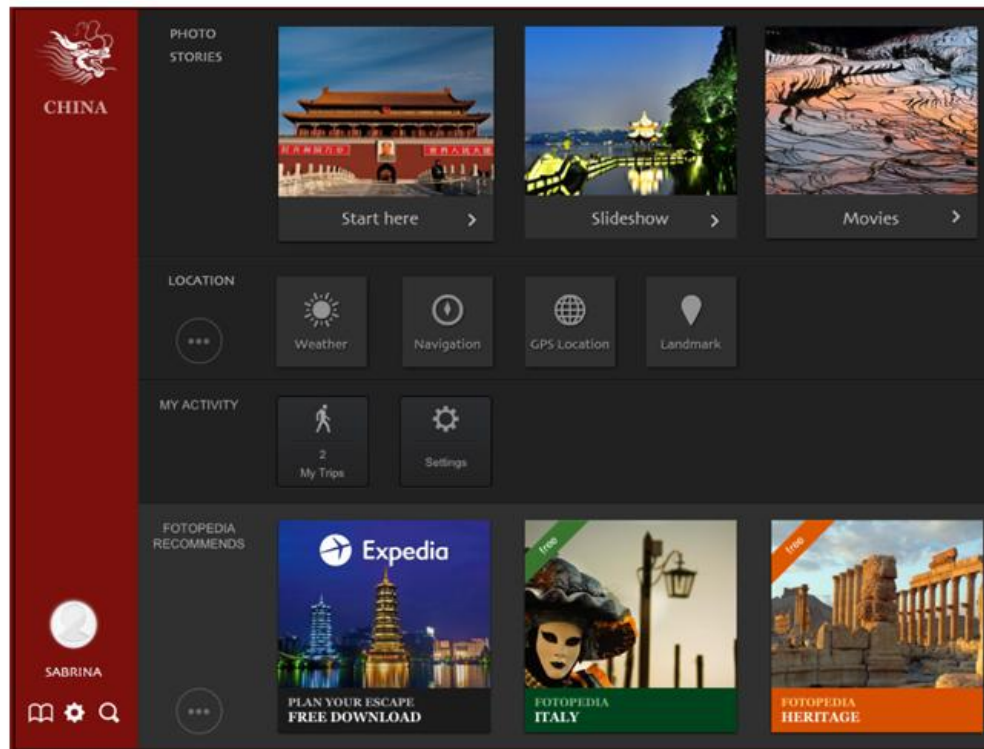


New app
idea / service



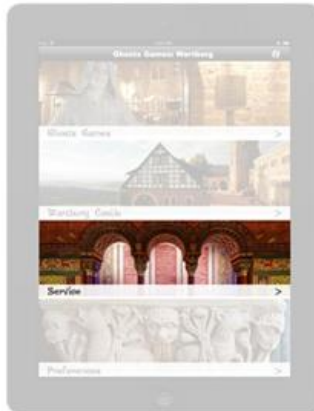








1.



Main Menu

2.



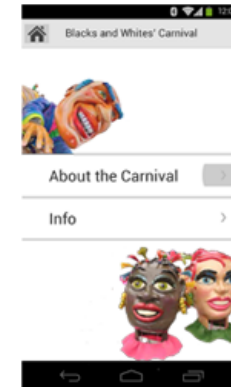
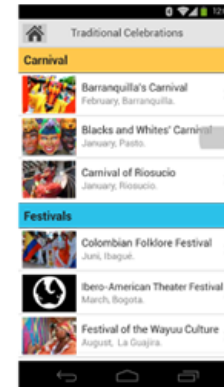
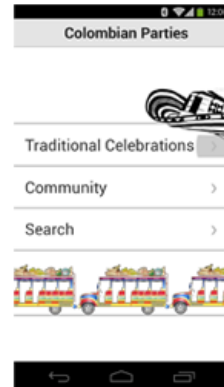
Service

3.

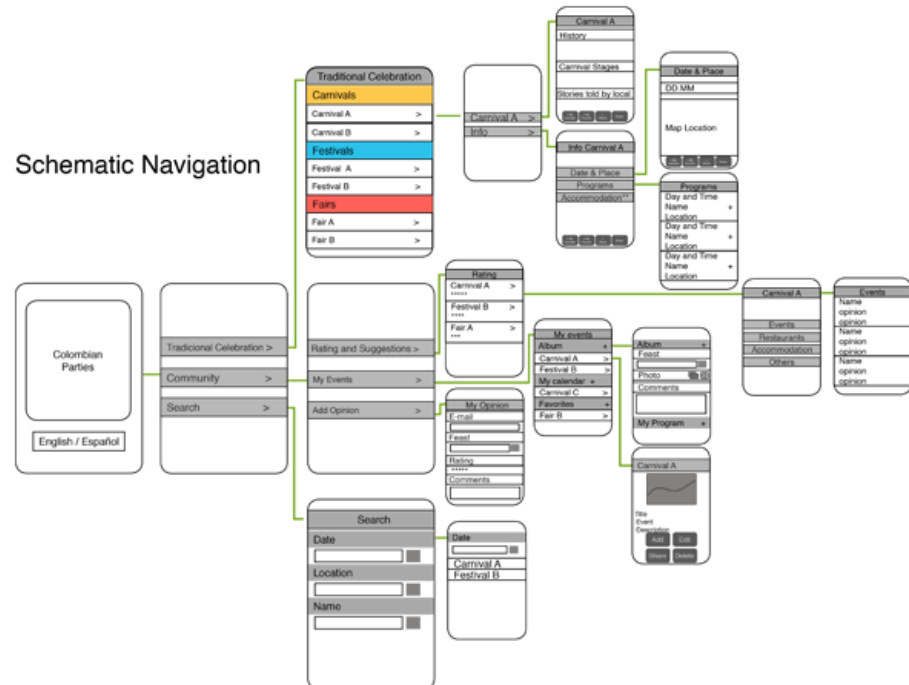


Map



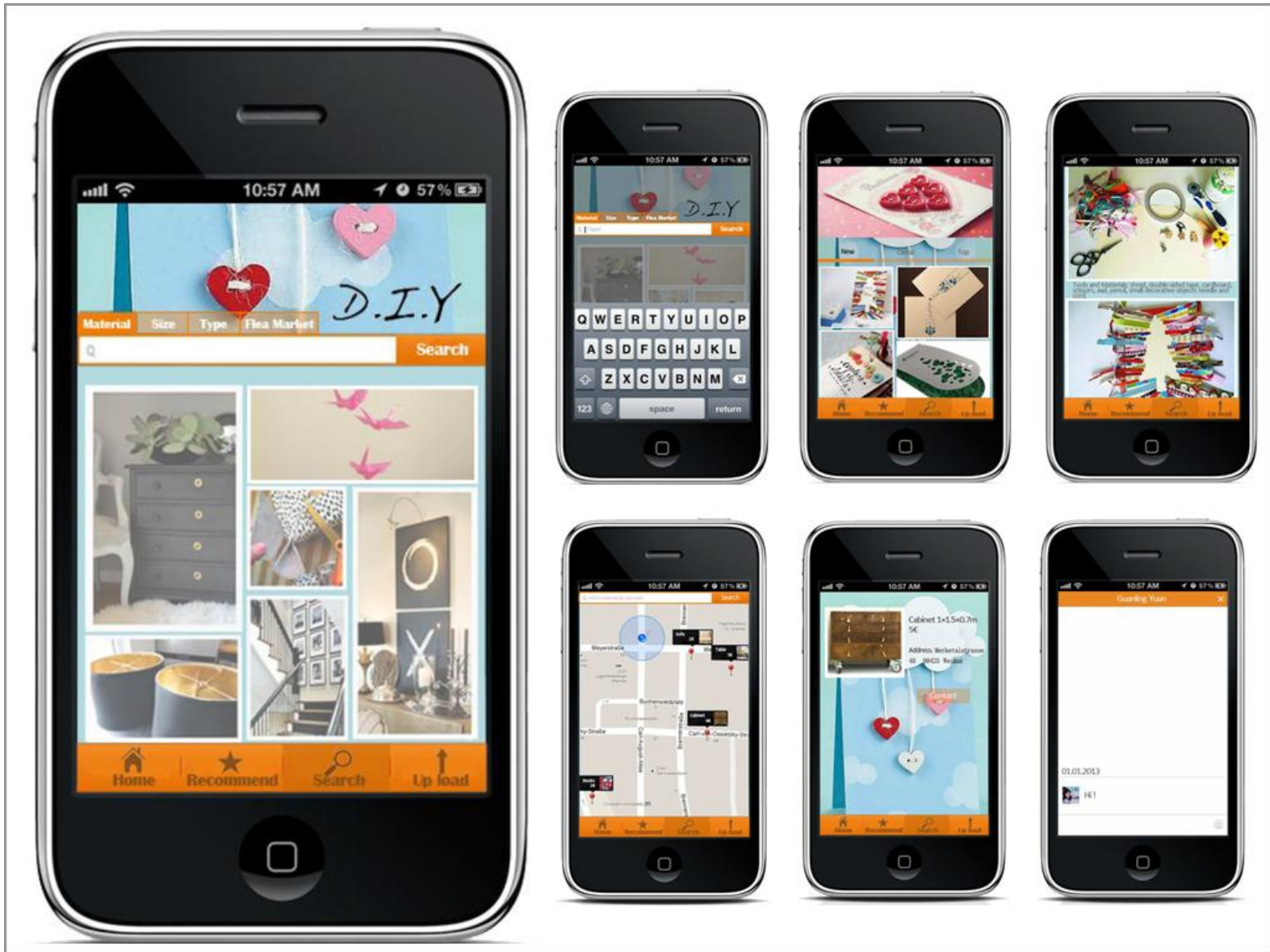


Schematic Navigation



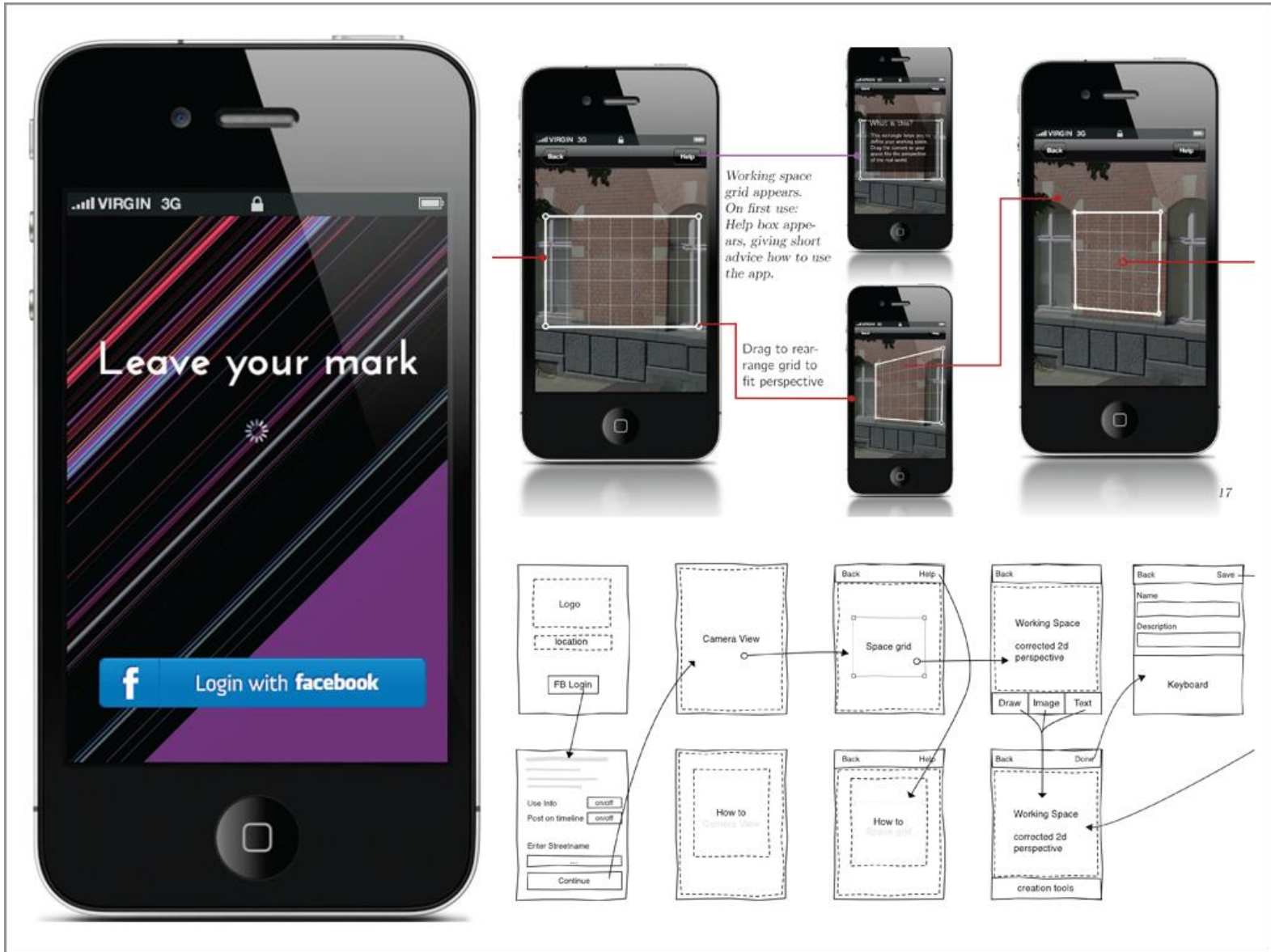




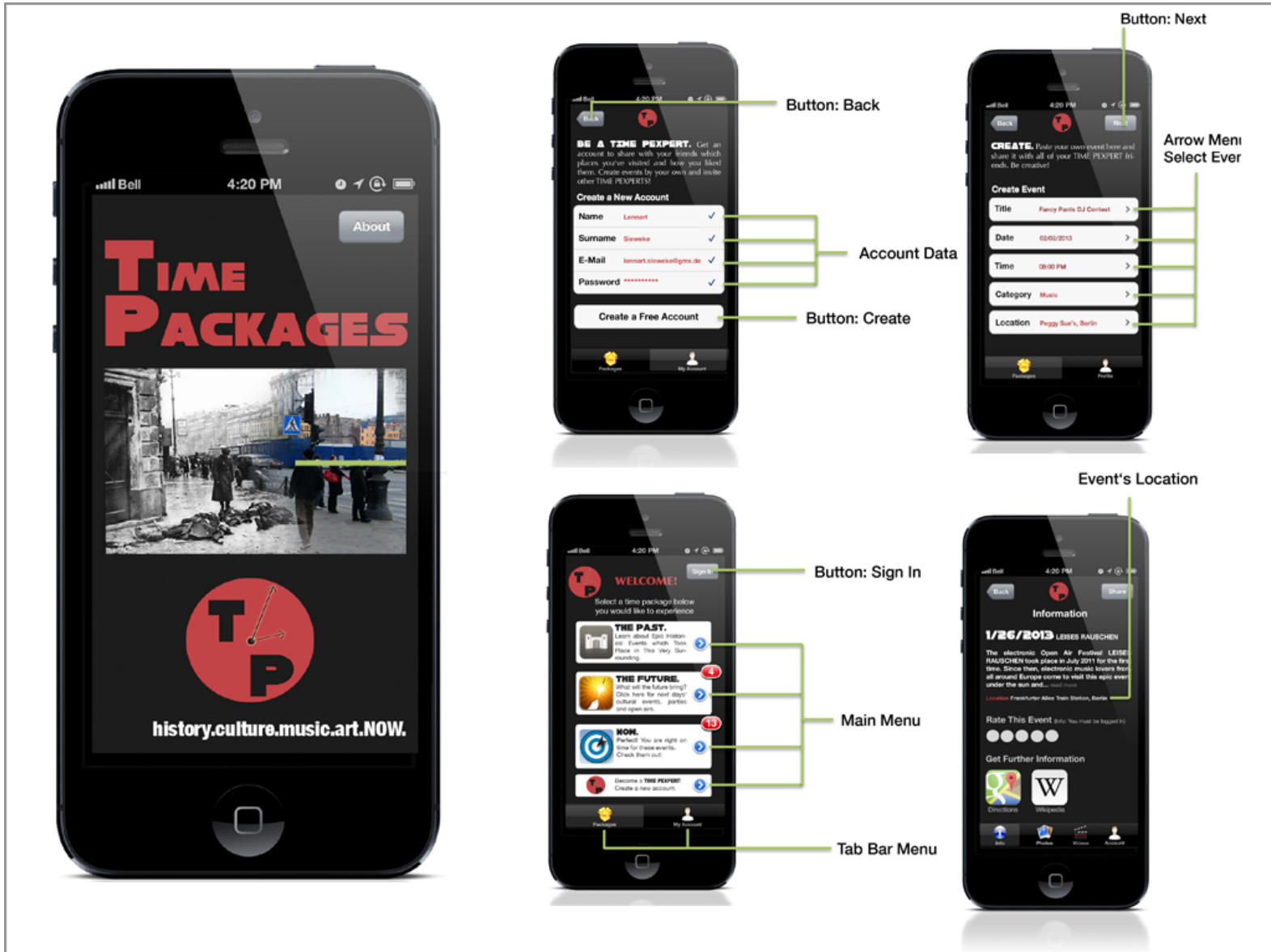








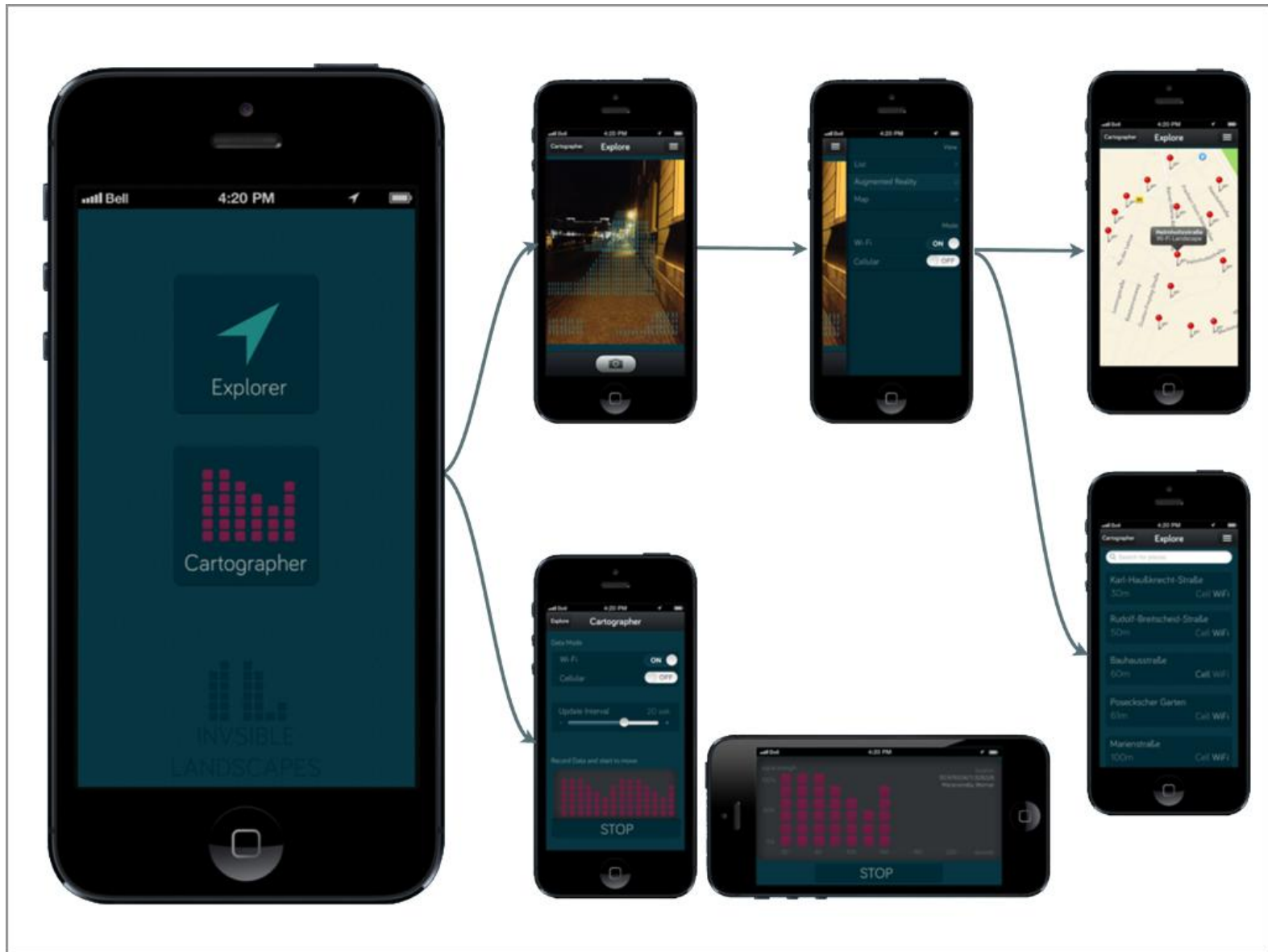
17

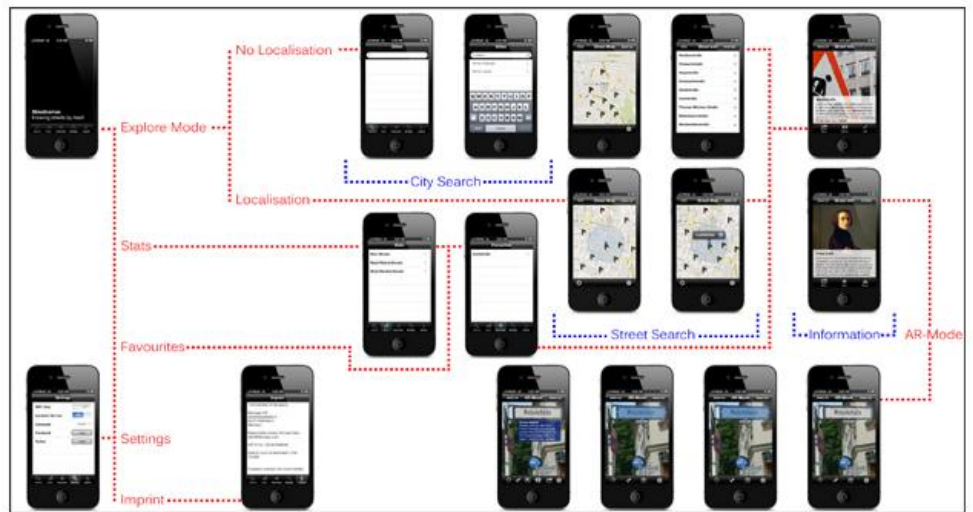


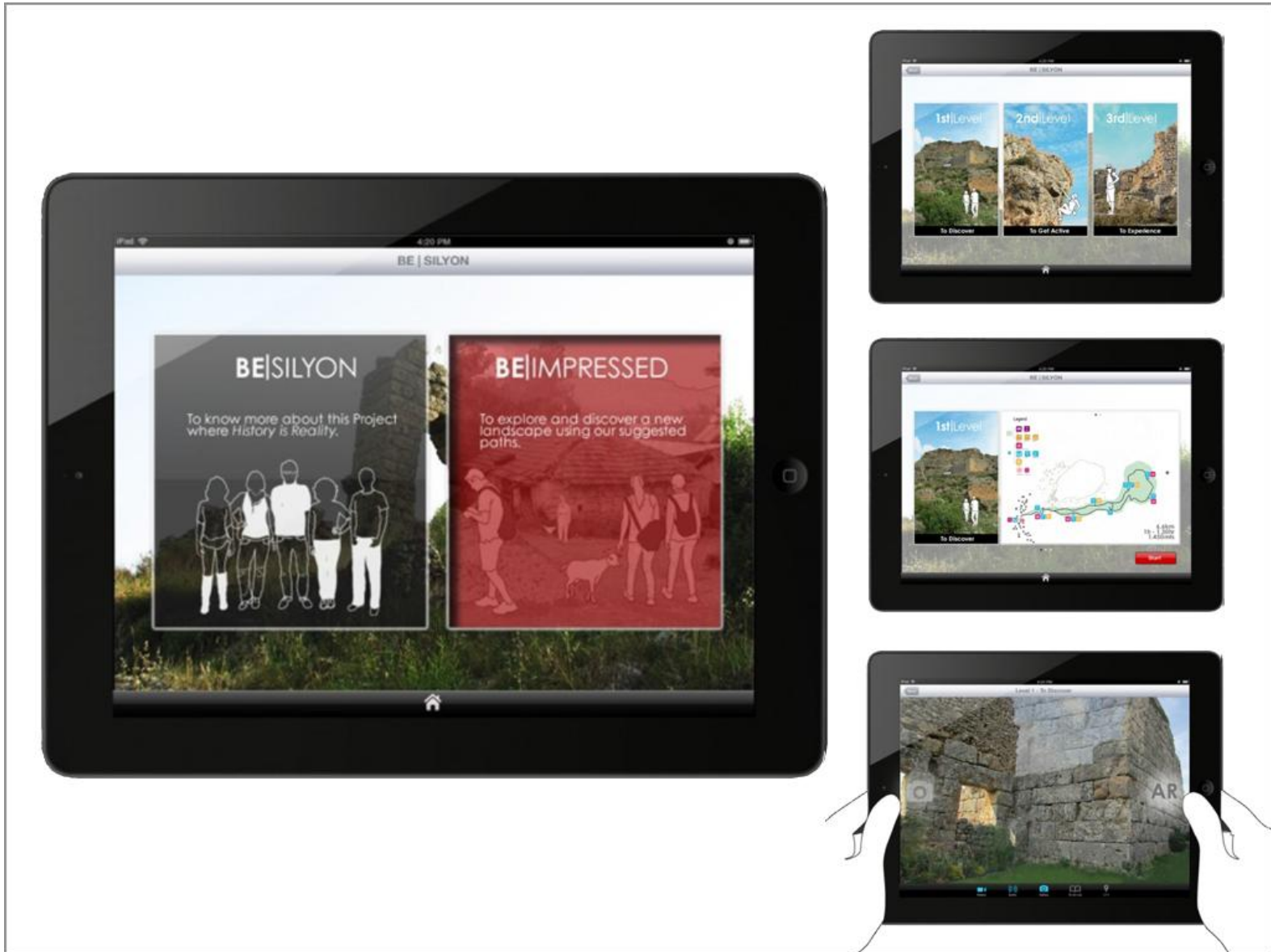




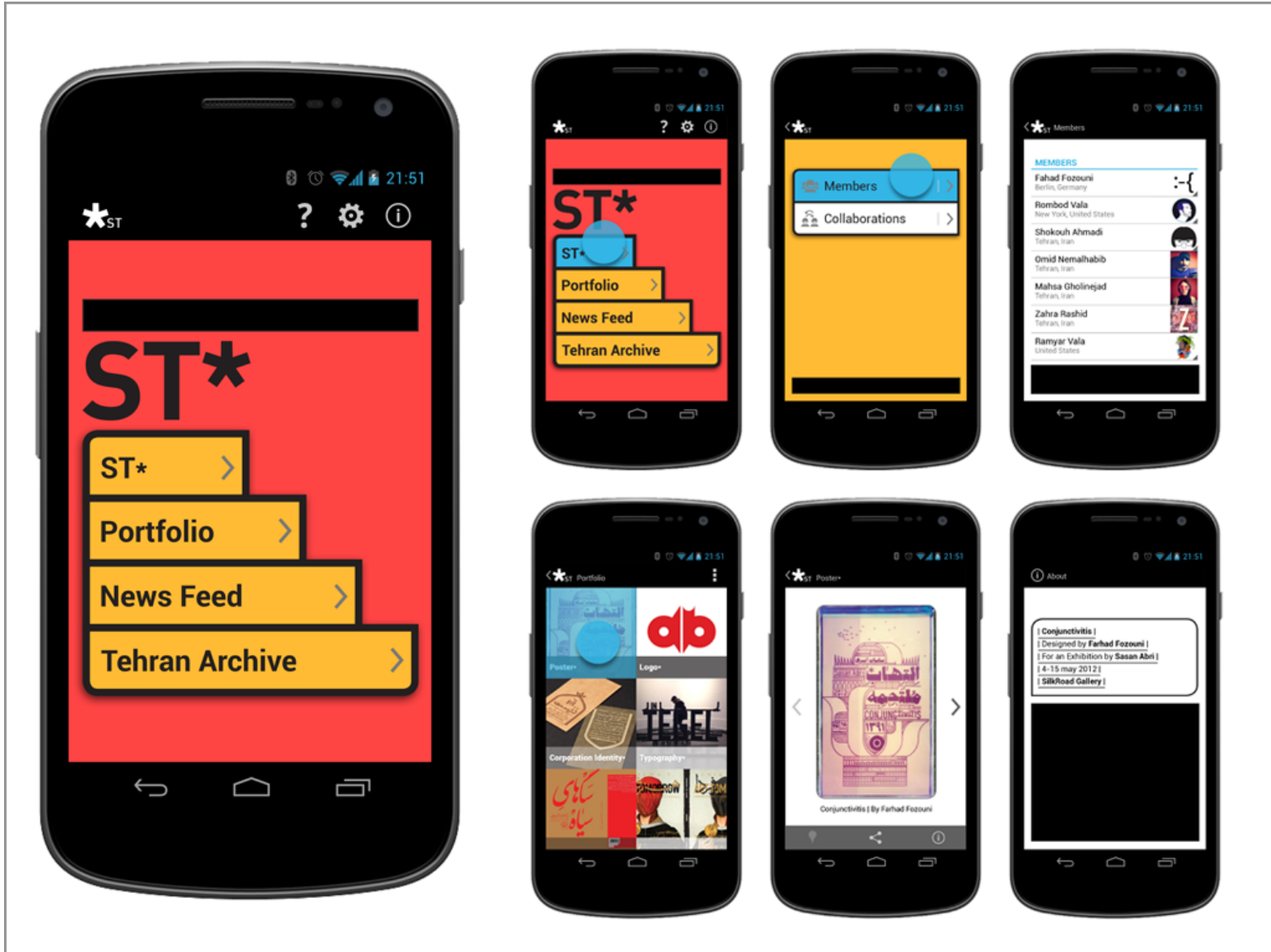


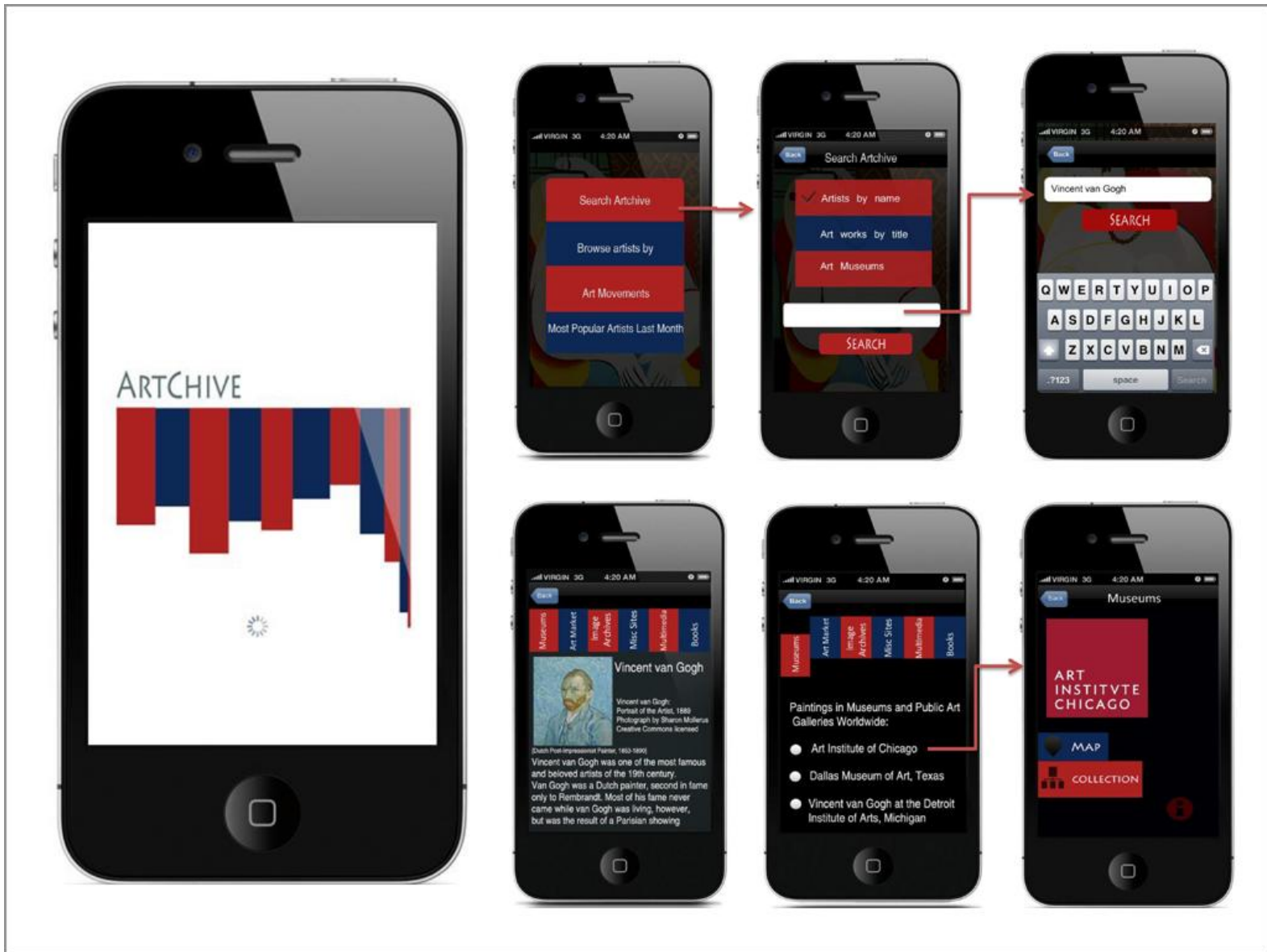




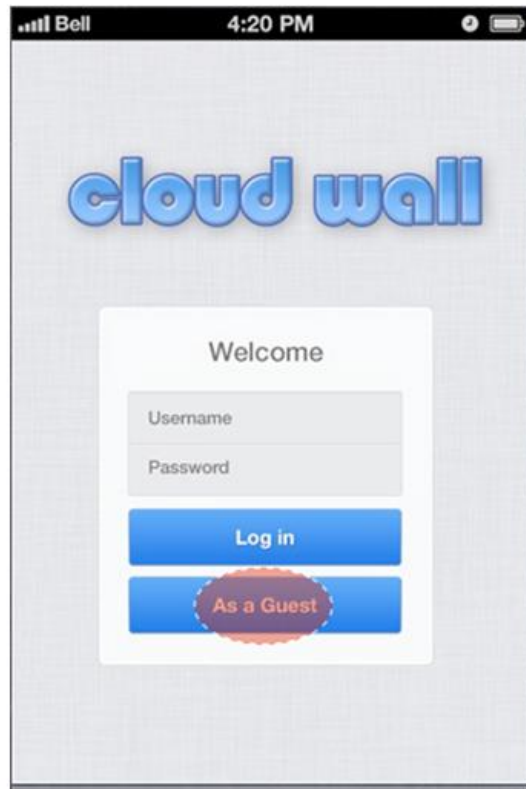


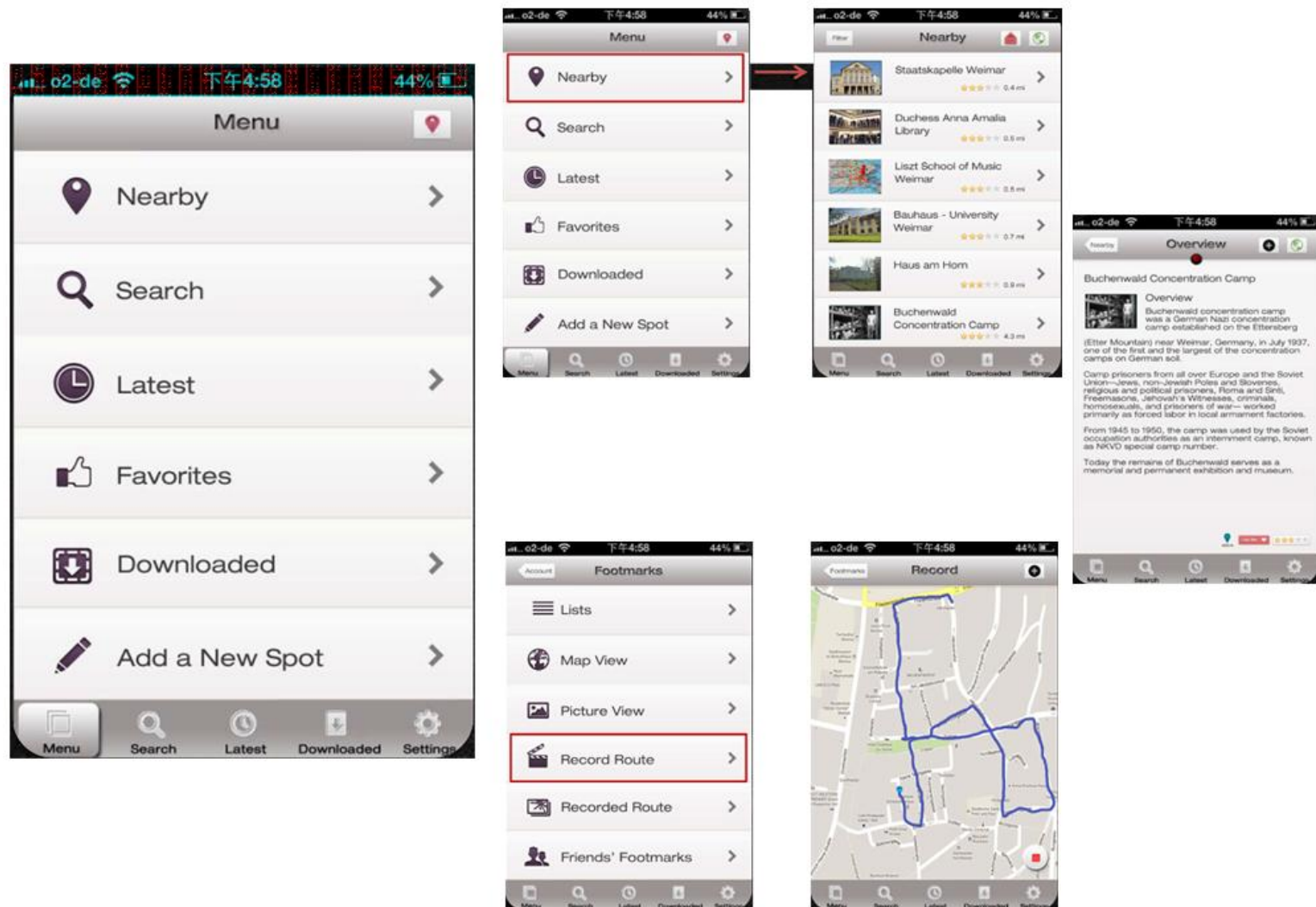


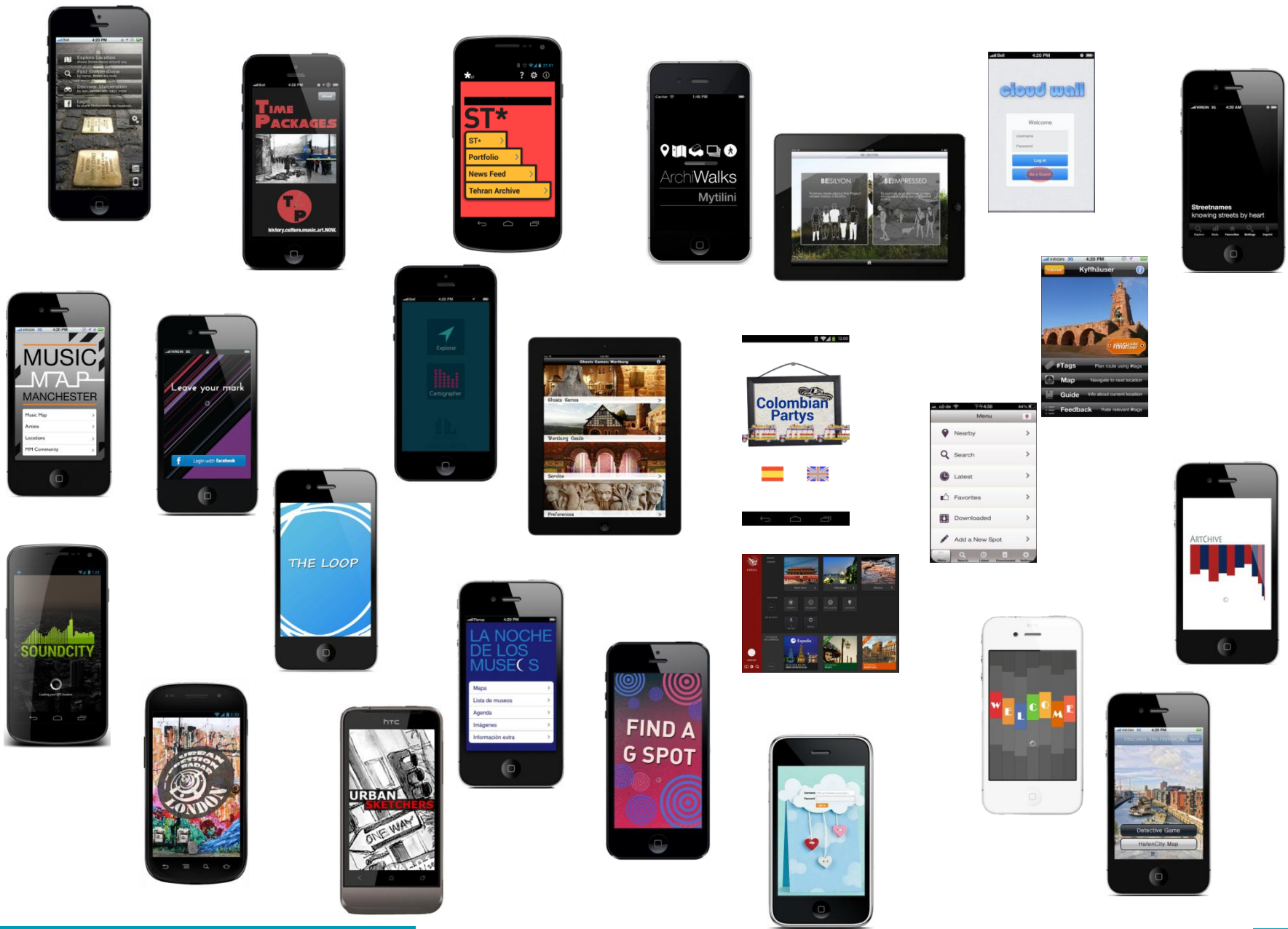












Next Semester



Collaborative Mobile Media

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SS2013

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Collaborative Mobile Media

Everyday thousands of gigabytes of information are created and shared in social networks and other collaborative platforms. The preference for mobile devices for these activities also grows.

This scenario leads to the question: is it possible to collect and filter the available online information in order to create a solution to use the proper references and content to preserve the intangible cultural heritage?

The purpose of this class is to discuss the relation between the preservation of these immaterial elements and the use of social networking through mobile devices.

Collaborative Mobile Media

WS12: Heritage to
Mobile perspective



SS13: Mobile to
Heritage perspective



Collaborative Mobile Media

This class will have a theoretical overview about mobile media and a practical part where the students will develop a mock-up model for a collaborative mobile app, working as a conceptual model of cultural patterns' aggregator, where it will be possible to learn more about this topic and having the possibility to collaborate with their own ideas.

Some topics for this class:

- What is media and mobile media;
- Tangible and Intangible cultural preservation;
- Design guidelines for smartphones;
- Categorizations of Mobile Media.

Collaborative Mobile Media

Date: Thursday, 13:30 - 15:00h

Venue: Marienstraße 7b, Room 105

First meeting: 18.04.2013



Thank You!



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06. Conclusion

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

