

08. Overview

Faculty of Art & Design
Chair of Interface Design

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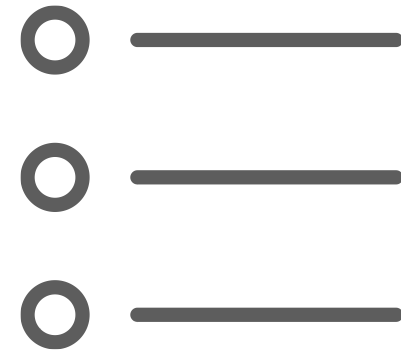


<http://www.uni-weimar.de/medien/wiki/IFD:MobileMediaDesign-SS16>

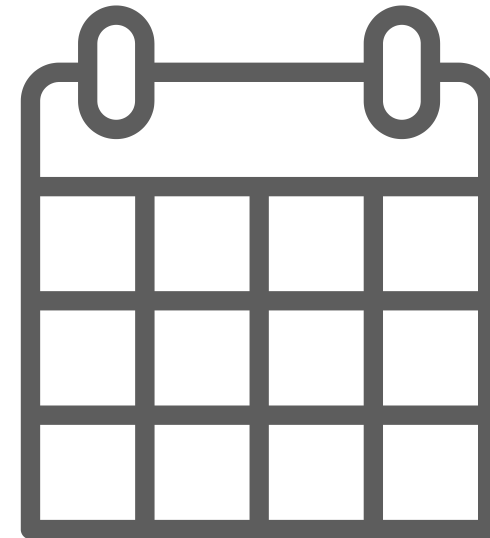


Summary

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- 2. Essay/Paper Assignment — 6
- 3. Semester Overview — 18



Schedule & Assignments





Course Schedule and Details

- **18.04** **MMD 01** - Introduction | **MMD 02** - Media & Mediatization
- **25.04** **MMD 03** - Mobile Media & Apps | **MMD 04** - UNESCO WHS Tourism in Germany / Project Description
- **06.05** *Deadline at 23:59 of App Evaluation*
- **09.05** **MMD 05** - Mobile Guidelines | **MMD 06** - Icon Design / Project Consultation
- **20.05** *Deadline at 23:59 of Icon Suggestion*
- **23.05** **MMD 07** - References & Writing / Project Consultation
- **20.06** Students' Prototype Presentations – **Adults' Group**
- **27.06** Students' Prototype Presentations – **Teenagers' Group**
- **04.07** **MMD 08** - Closing Lecture & Feedback
- **31.07** Deadline for the paper/essay: 23:59

Essay/Paper Assignment



Essay Assignment

Short essay production (40% of final Grade)
– 1000 words + samples and references





Essay Assignment

Short essay production – 1000 words + samples and references

The topic of the essay can be an academic report regarding the conceptual prototype presentation, if possible connected to the topic of mobile media and cultural heritage.

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



Essay Assignment

Short essay production – 1000 words + samples and references

It can be done using one of these two styles:

- APA (American Psychological Association)
<http://owl.english.purdue.edu/owl/resource/560/01/>
- ACM (Association for Computing Machinery)
<http://www.acm.org/sigs/publications/proceedings-templates>



Essay Assignment

Short essay production **– 1000 words + samples and references**

- Deadline: **31st July** - at 23:59
- Topic of the e-mail: ***[MMD] Essay***
- File Name: MMD_Essay_FirstnameFamilyname.pdf
- File Format: **PDF**

Essay Structure Suggestion

- **Abstract**
- **Introduction**
- **Discussion**
- **Conclusion**
- **References**
- **Appendix**

Essay Structure

Abstract

- What the paper is about - in a nutshell

Example: "This paper is about the design aspects applied to the *XYZ App Game*, for engaging the users to collaborate to the game content (...)"

Essay Structure

Introduction

- What is the problem/question that needed to be solved, and how the developed content is divided in the essay

Example: "The ever-expanding use of smart phones gaming industry can be explored for educational purposes, but making the player to collaborate to its content is still a challenge. The *XYZ App Game* was designed to make the user to collaborate without knowing it. For this task the trend design features were applied in its development (...). On section 2 it is described (...)"

Essay Structure

Discussion

■ How the problem/question was solved

Here it can be discussed :

- what are the “state-of-art” (other similar projects) and what is the difference between the current research
- what methods were applied;
- why specifics design approaches were chosen; for instance: design considerations for small screens.

Essay Structure

Conclusion

- What are the found solutions and conclusions;
possible future improvements

Example: "Planning a good interface design for mobile screen is not just a matter of providing colorful buttons and fancy graphics. For the *XYP App Game* the chosen features were aimed for a better user experience, (...)"

Essay Structure

Examples

- Dutra, J.P., Ebel, I.R. (2014). Cultural hARitage: Augmented Reality applied on Cultural Heritage.
Presented at the EuroVR 2014 Conference, Bremen, Germany.
https://www.researchgate.net/publication/280287229_Cultural_hARitage_Augmented_Reality_applied_on_Cultural_Heritage
- Dutra, J. P. (2012). HCI/GUI Design Applied for Adaptable Context-Aware Mobile Game.
Presented at the Clap Conference, Bremen, Germany.
https://www.researchgate.net/publication/283072887_HCIGUI_Design_Applied_for_Adaptable_Context-Aware_Mobile_Game

Don't forget the References

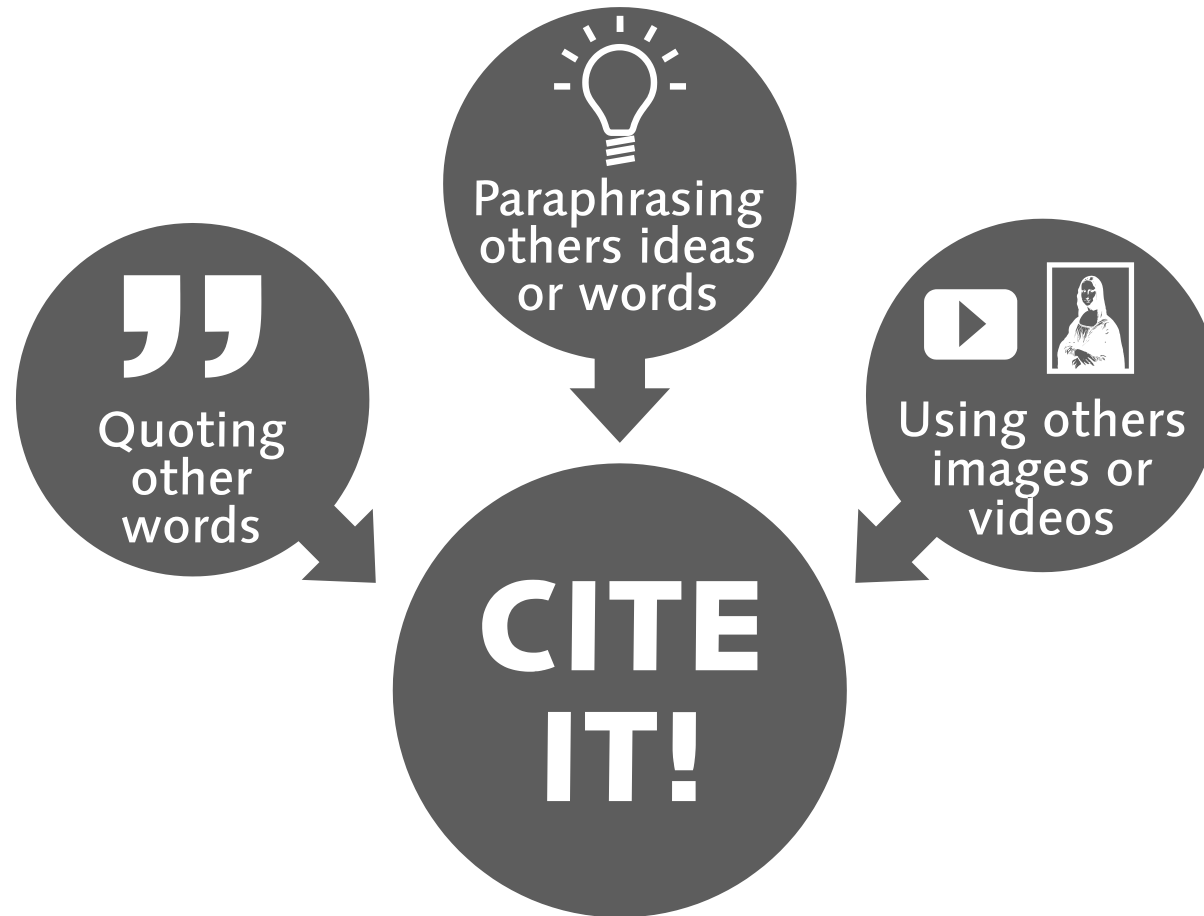
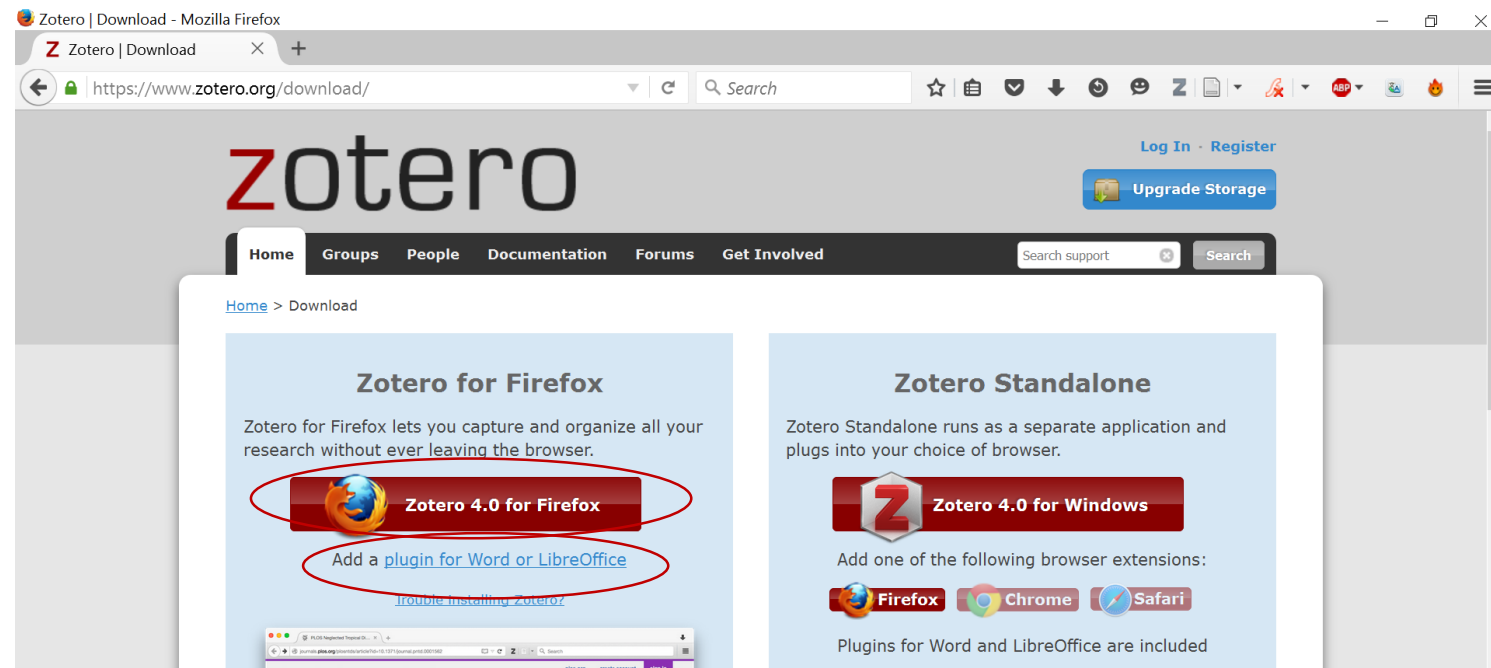


Image retrieved and modified from <http://library.csun.edu/blogs/cited/files/2012/11/citing-image.jpg>

Reference Manager: Zotero

- Install from www.zotero.org :



More about Zotero and References:

References & Writing Presentation (23.05.16): [MMD 07: References & Writing](#)

Semester Overview

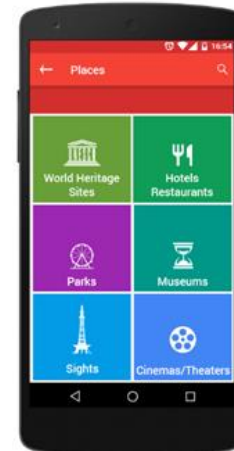
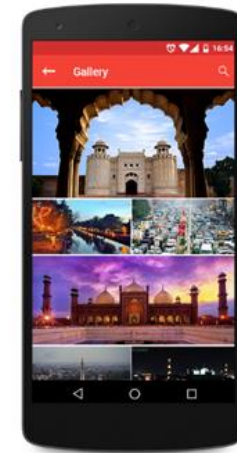
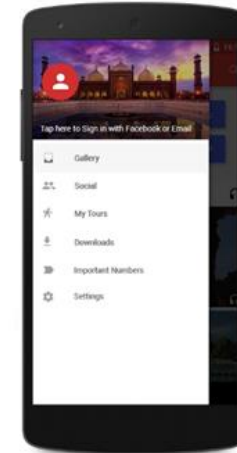
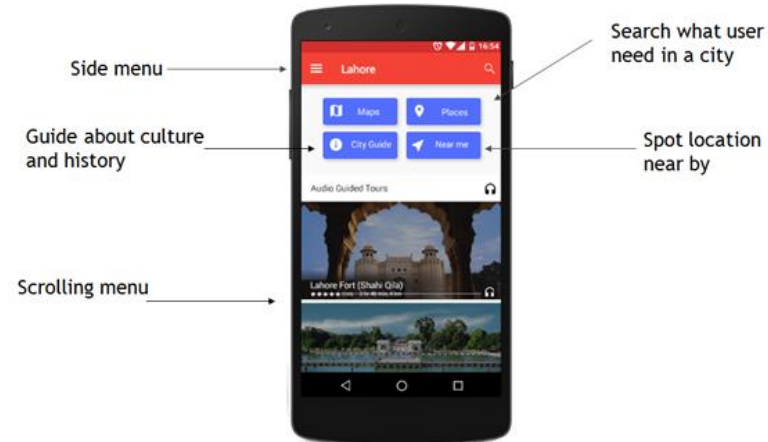
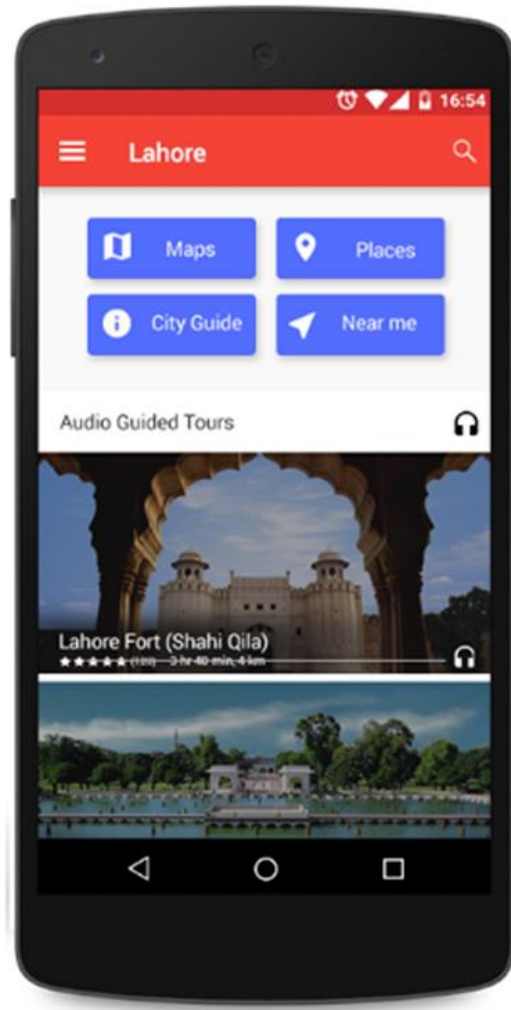


App Target: Older Adults

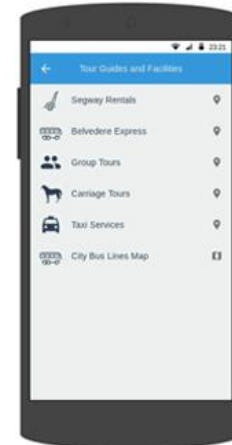
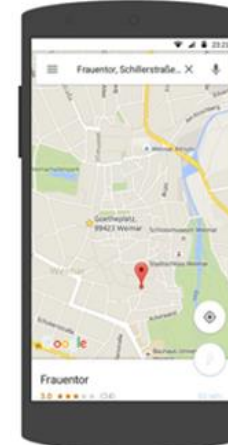
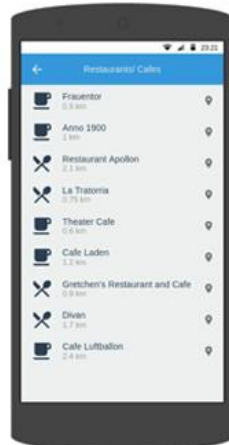
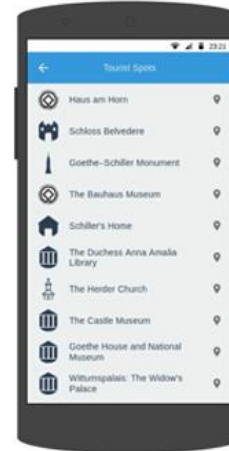
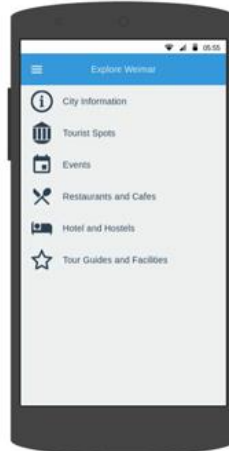
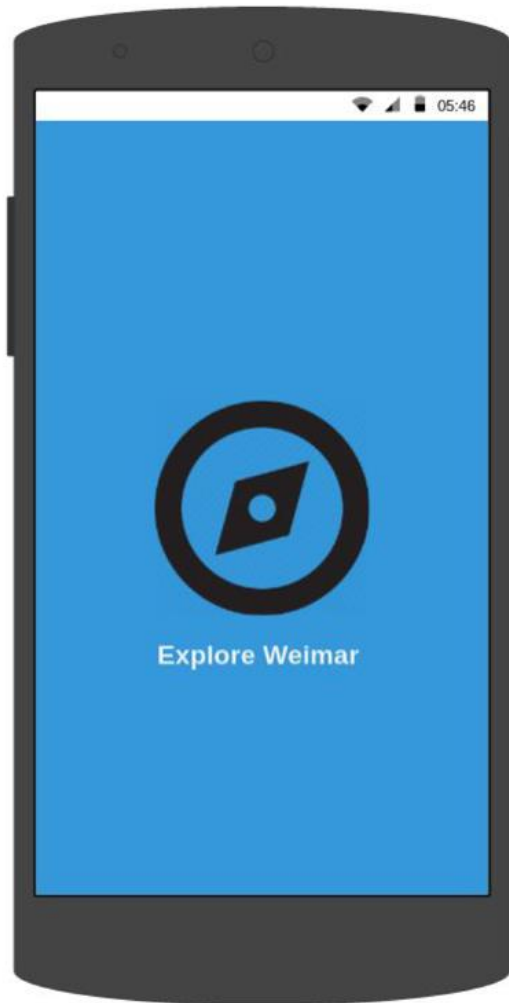


- Find P.O.I. and Information about WHS in Weimar.
- Spend time in Weimar looking for:
 - 94% - sightseeing
 - 79% - restaurant and cafés
 - 65% - museums and exhibitions
 - 35% - UNESCO WHS

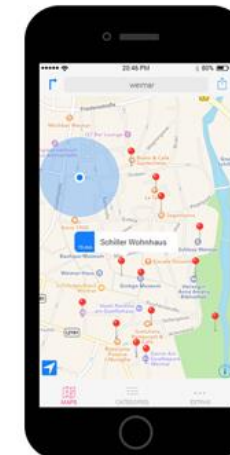
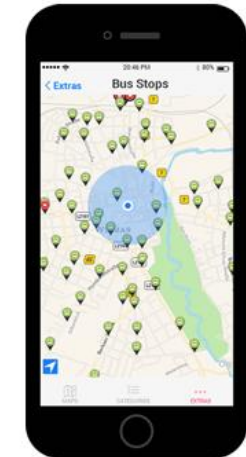
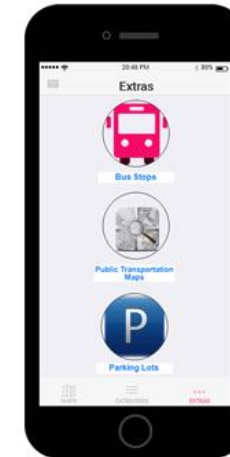
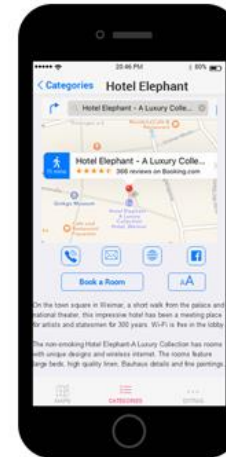
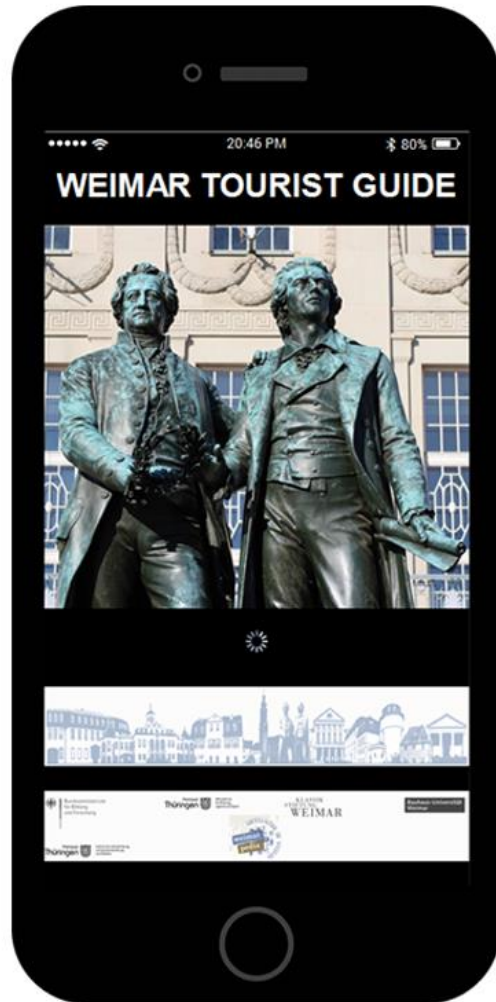
Adnan Asin : Voice 42 - Lahore



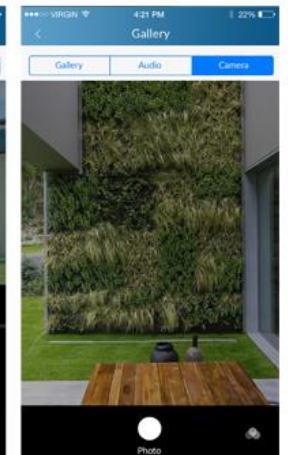
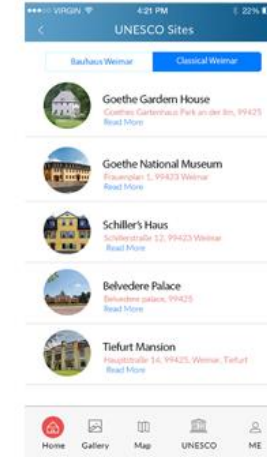
Darshan Patel: Explore Weimar



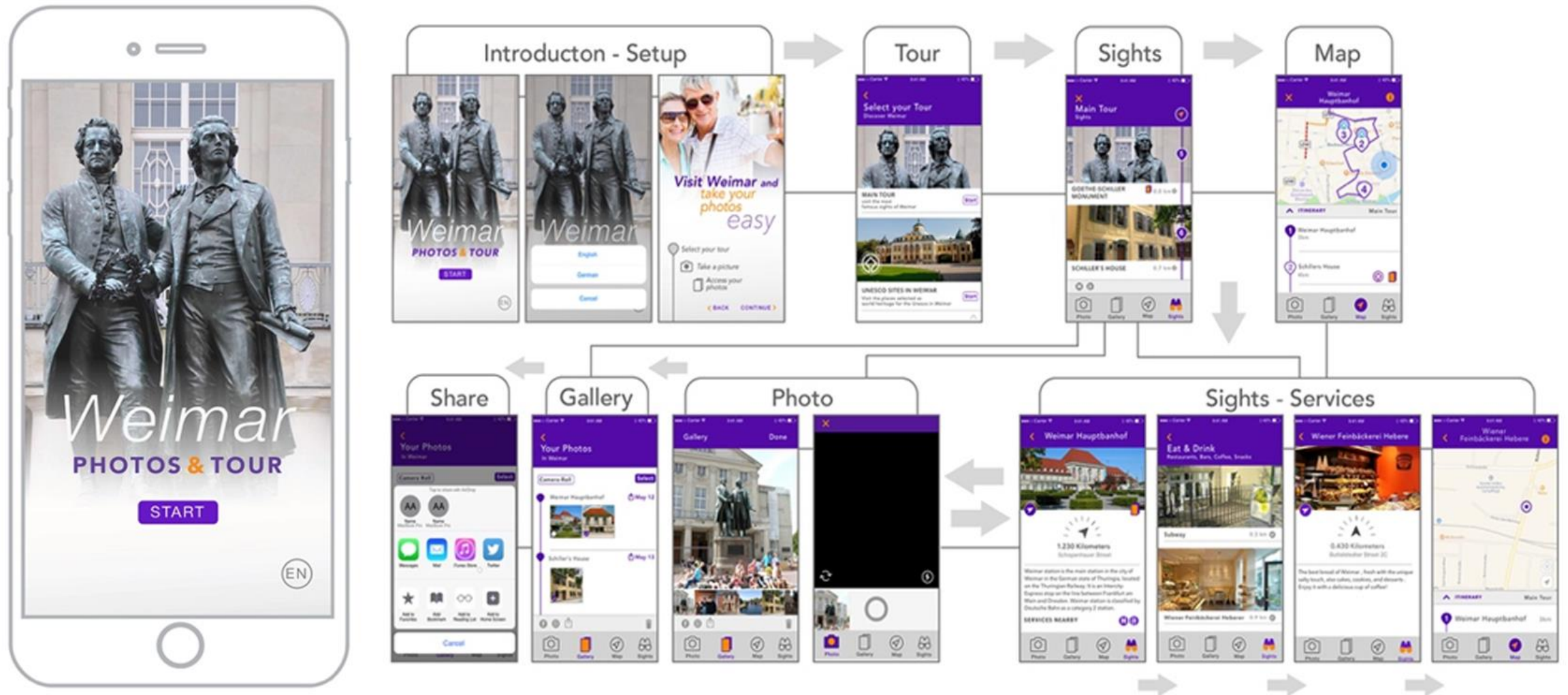
Emre Ertem: Weimar Tourist Guide



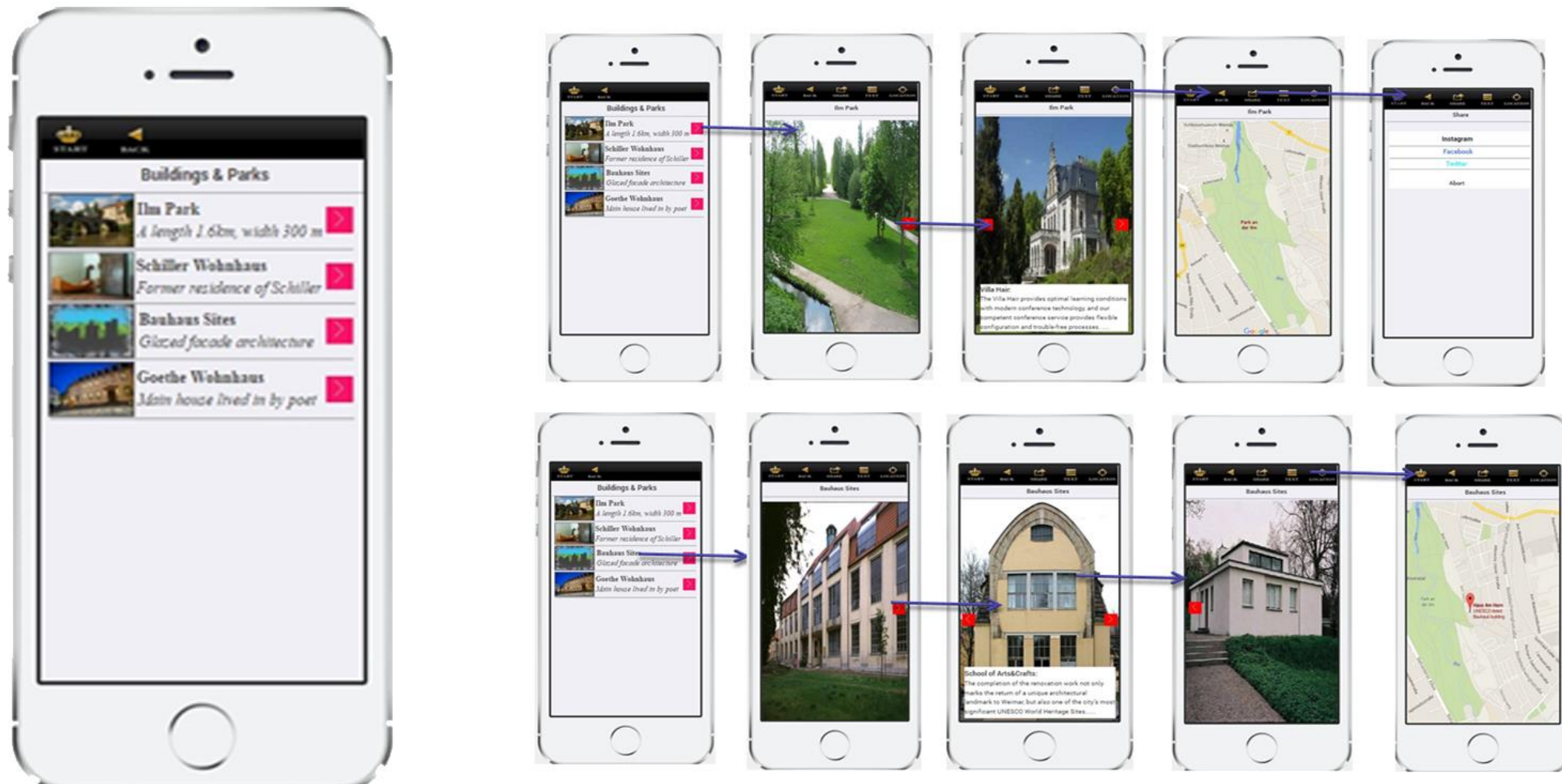
Fahad Ur Rehman: Weimar Guide



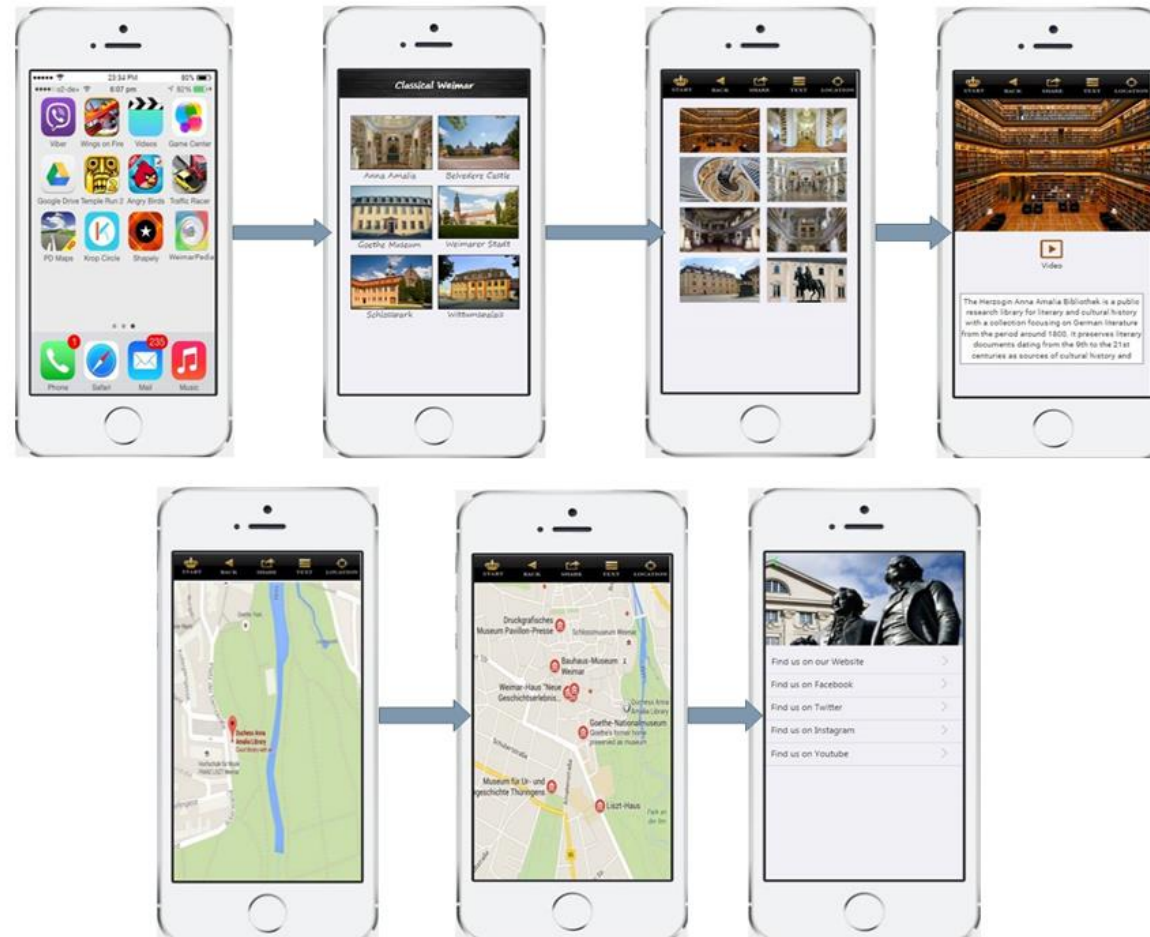
Gabriel Tobar : Weimar Photos & Tour



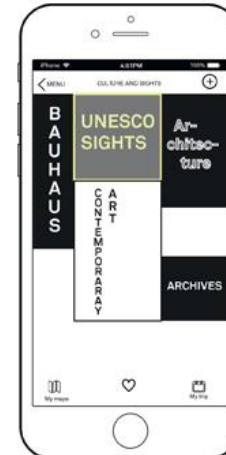
Ibni Amin : Buildings & Park



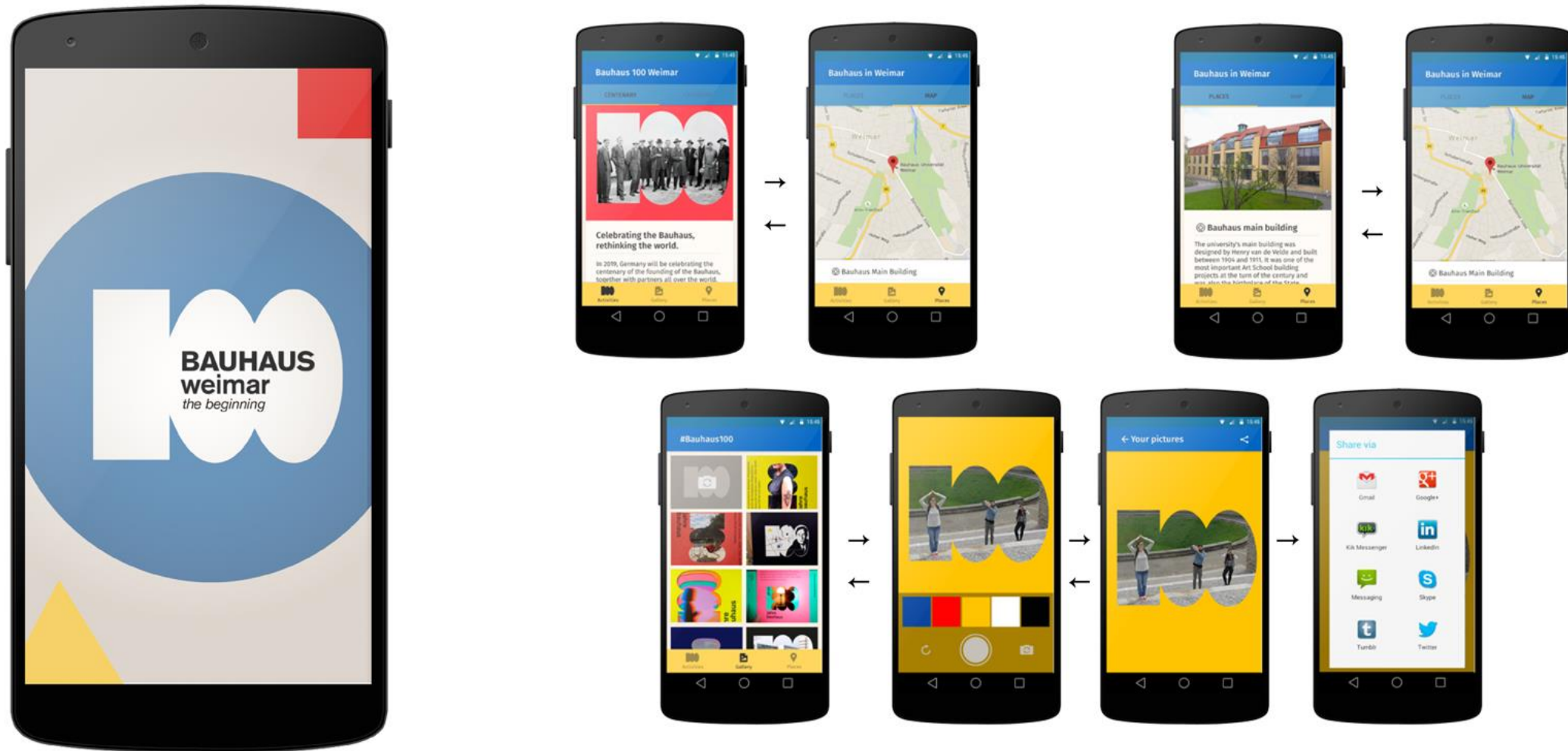
Kazi Fakrul Islam : Classical Weimar



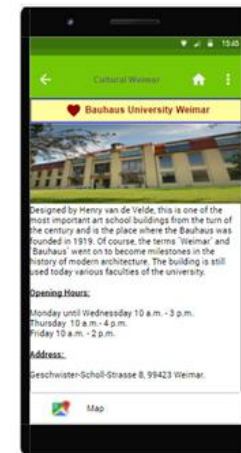
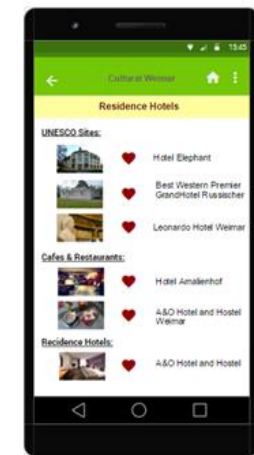
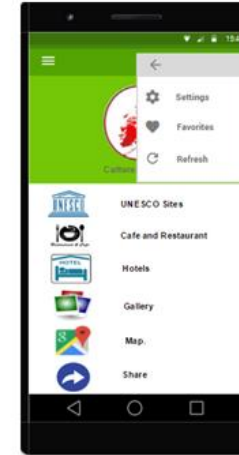
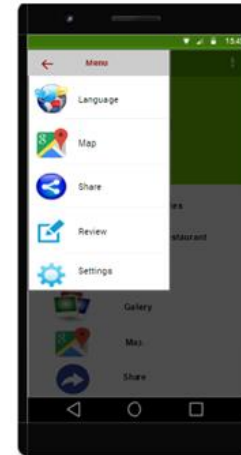
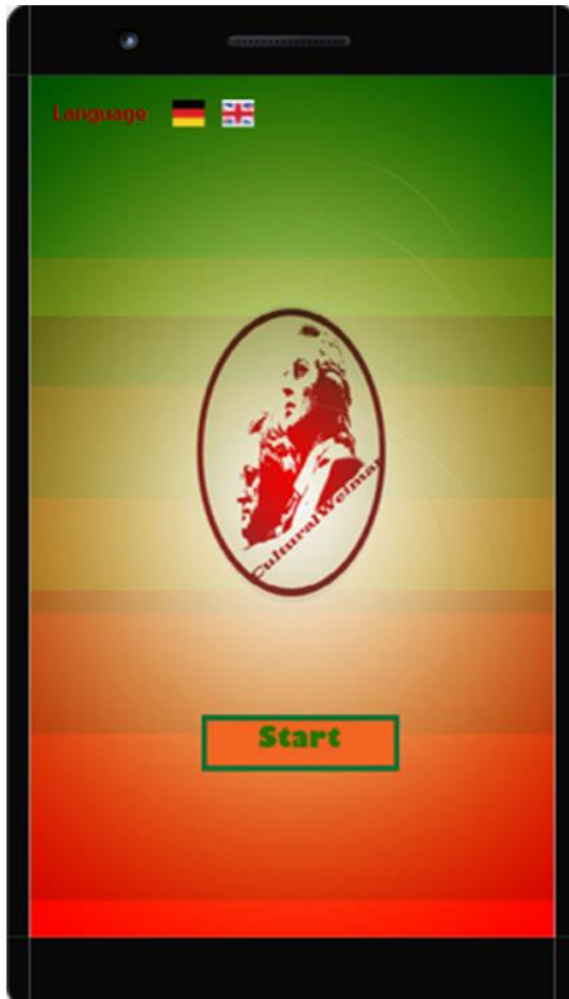
Laura Graf : YMR



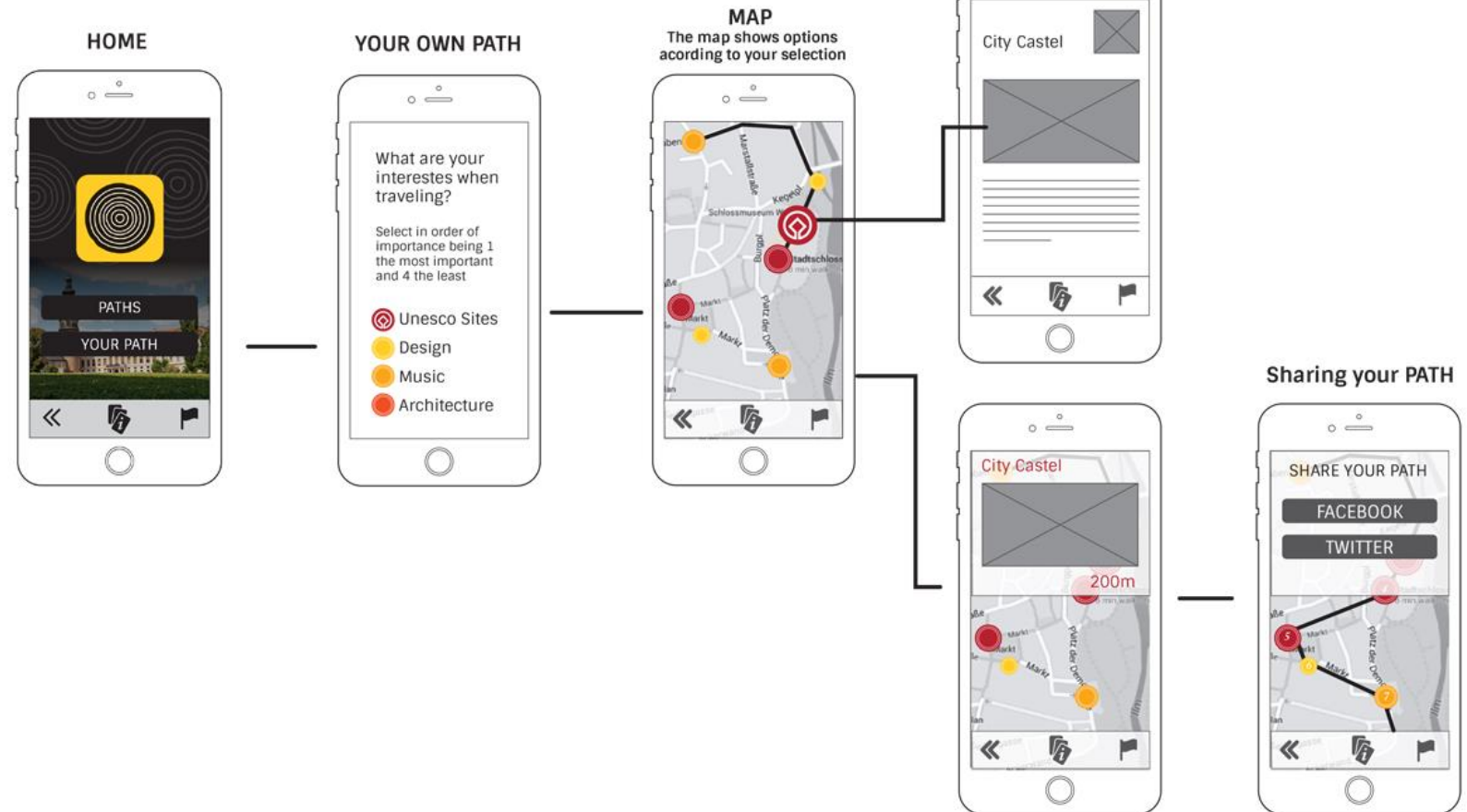
Mariana Sanchez Artola: Bauhaus 100 Weimar



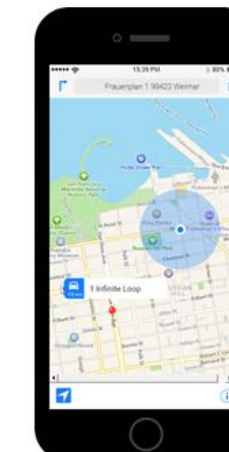
Moitree Chowdhury : Cultural Weimar



Natalia Martinez: Weimar Path



Rana Al-Kadasi: Weimar TouristGuide

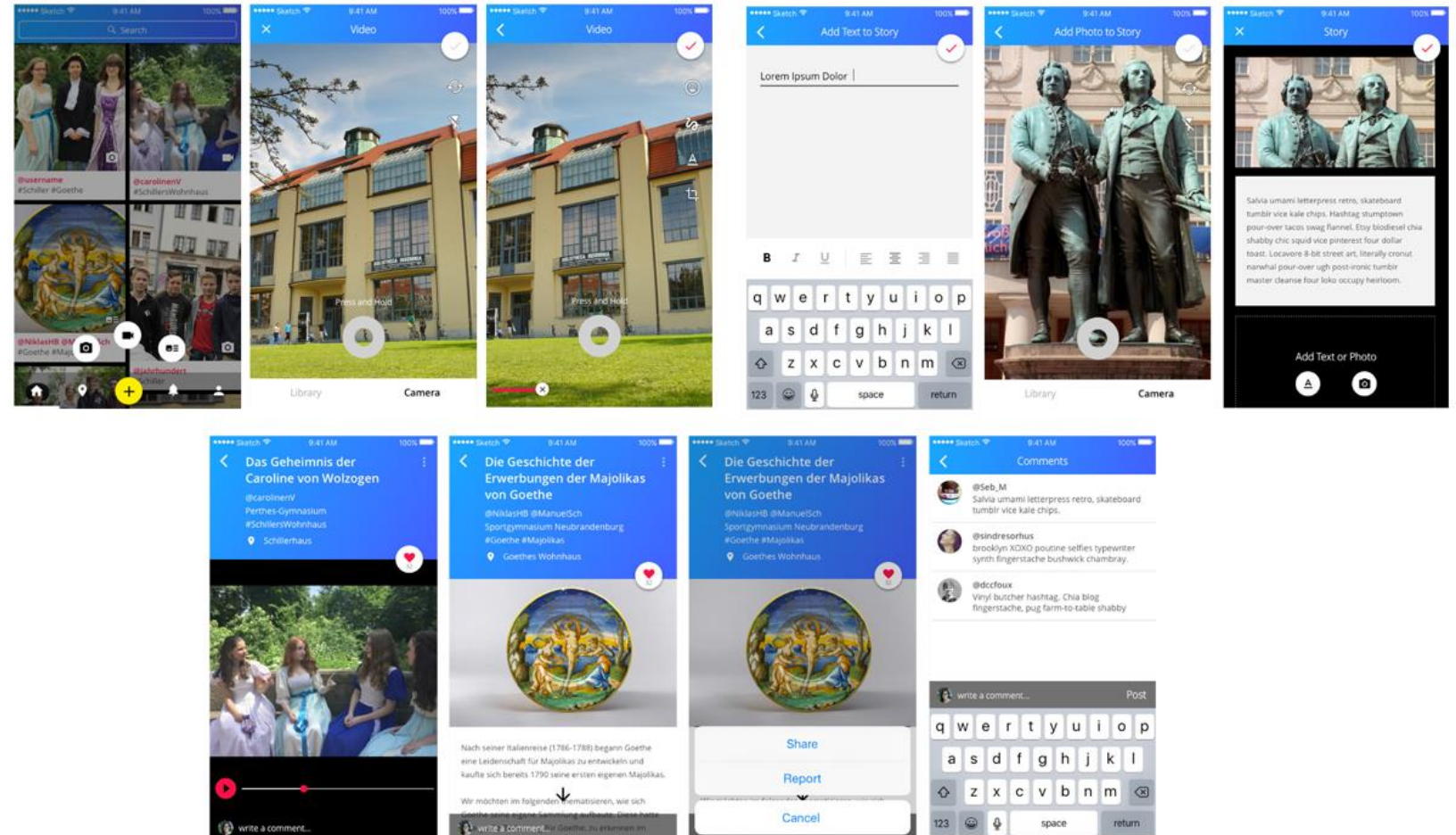
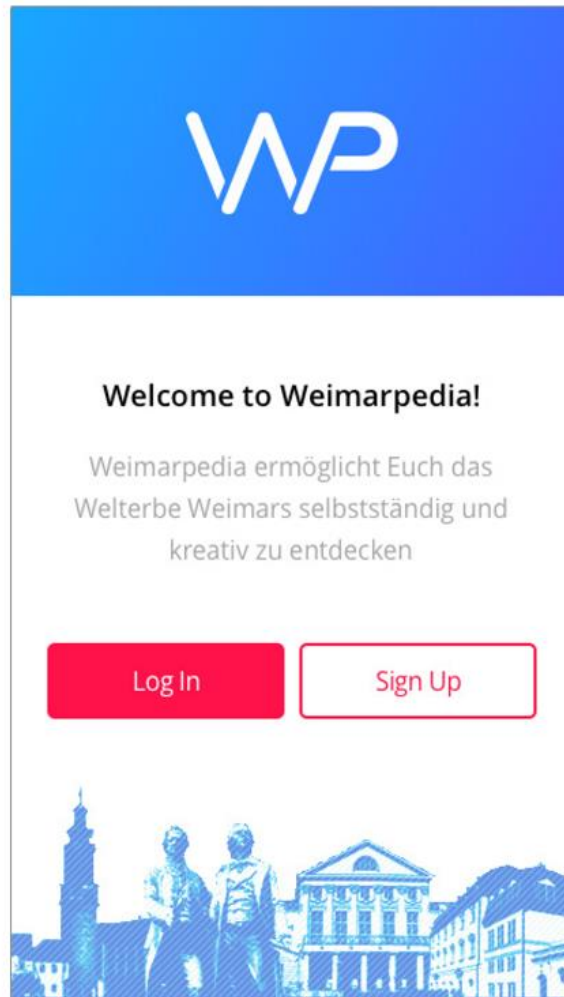


App Target: Teenagers

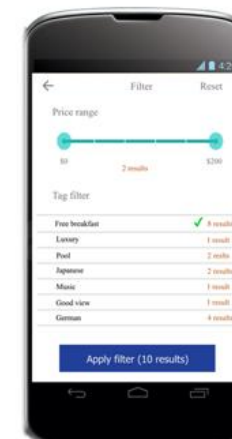
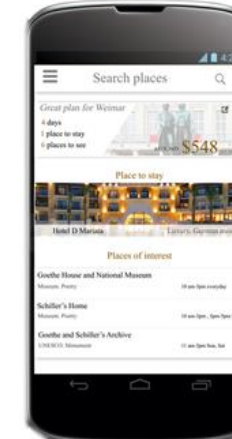
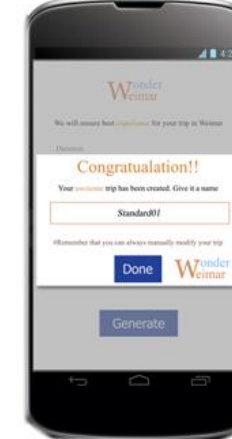


- Find P.O.I. and information about a WHS in Weimar
- Research articles inside Weimarpedia.de
- Create content for Weimarpedia
(Photo, Video, Text, Audio)

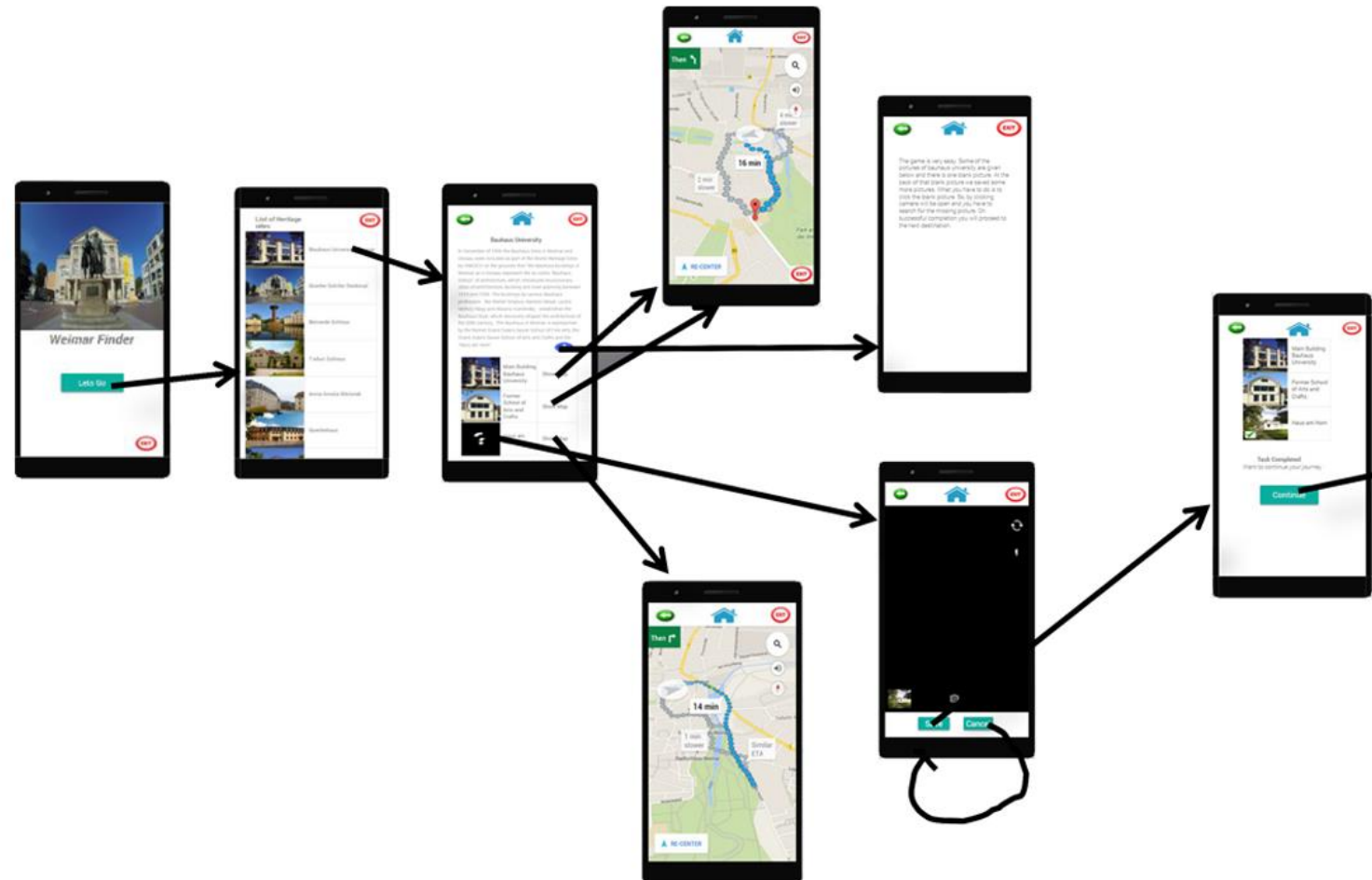
Laura Agudelo: Weimarpedia



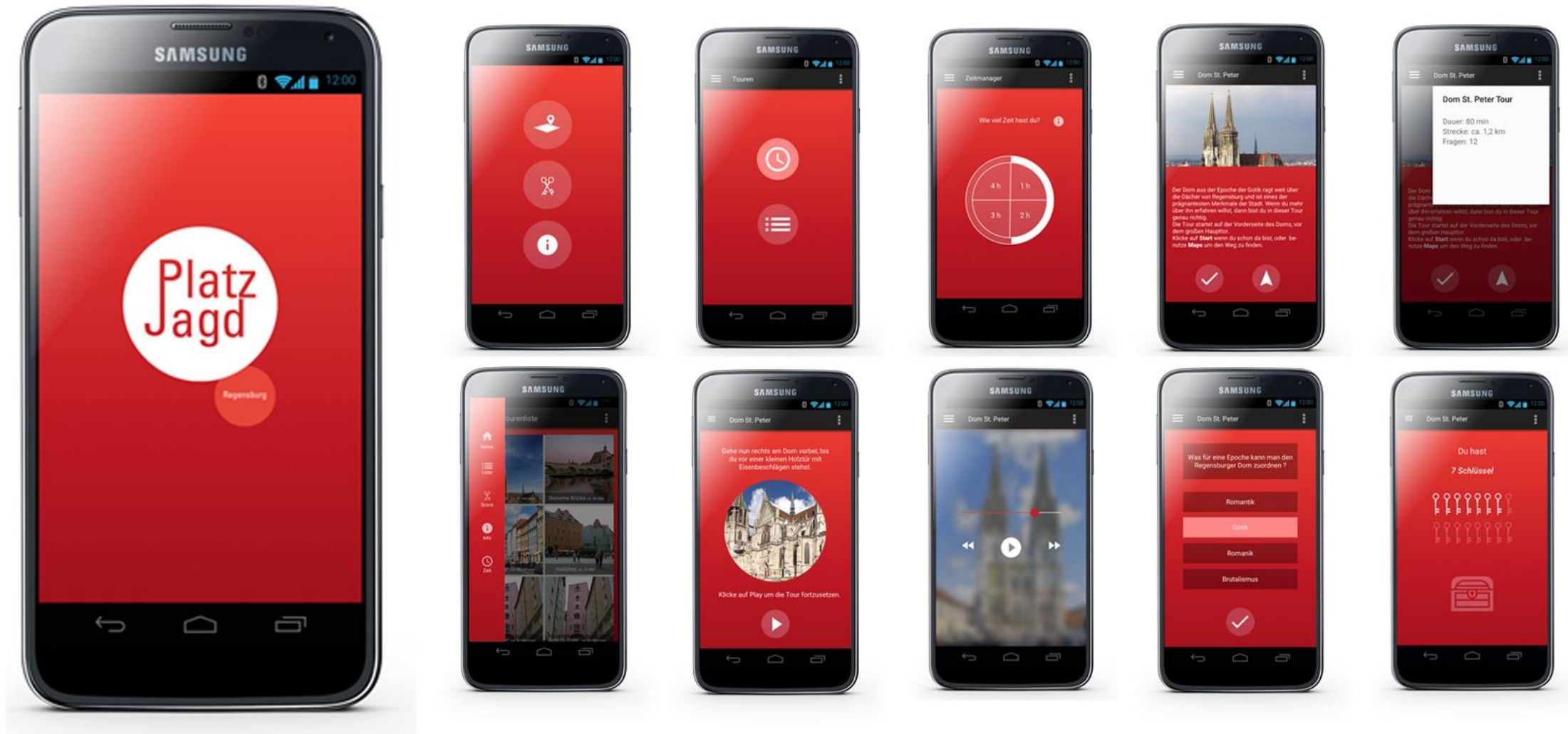
ChinhNguyenThien : Wonder Weimar



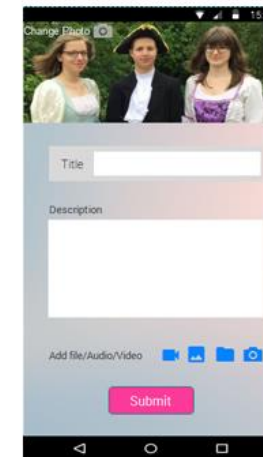
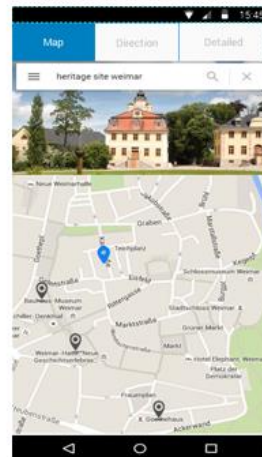
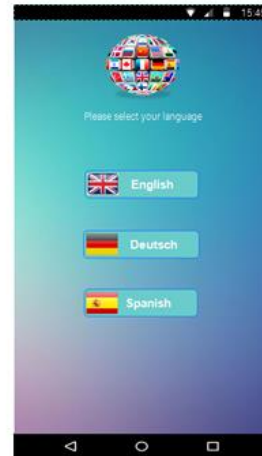
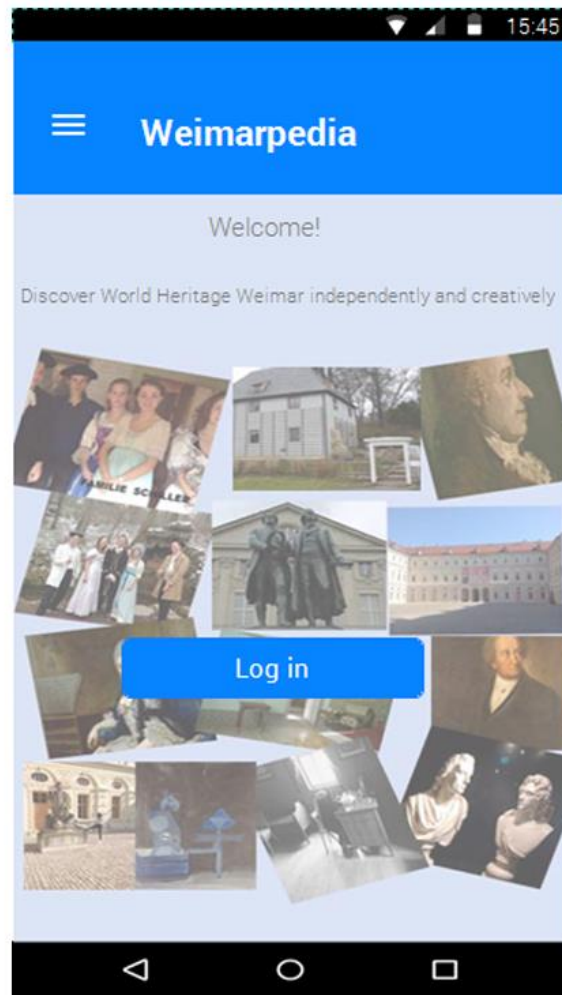
Ibrar Ahmed : Weimar Finder



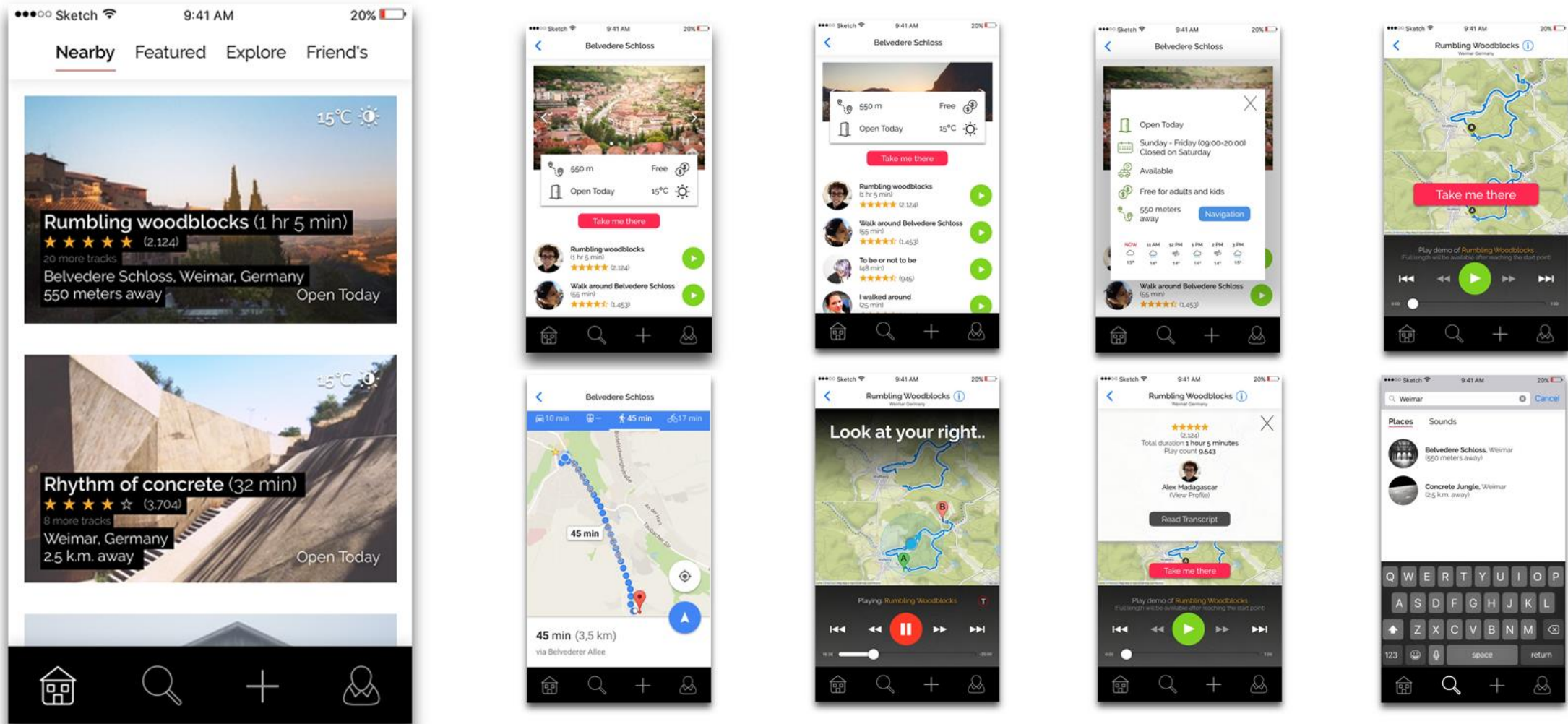
Juliane Schwabenbauer : Platz Jagd



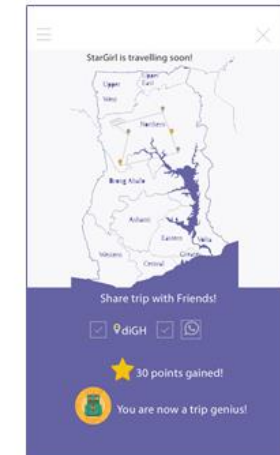
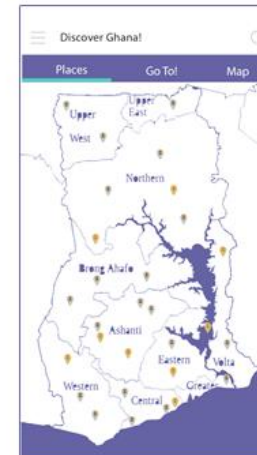
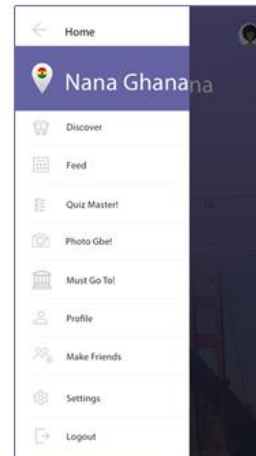
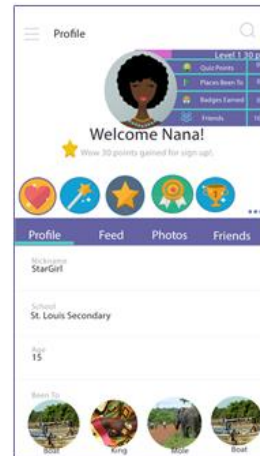
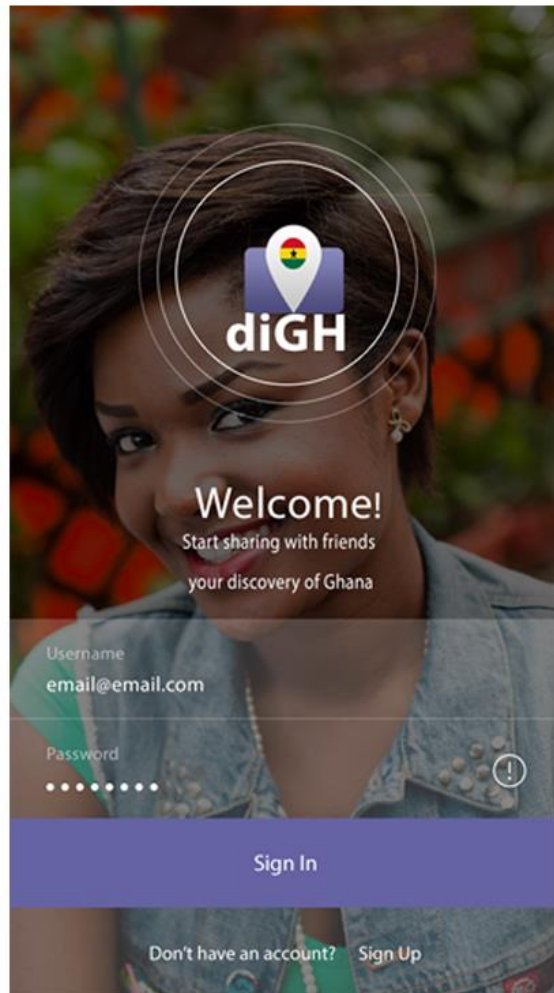
Md Riazul Islam Khan : Weimarpedia



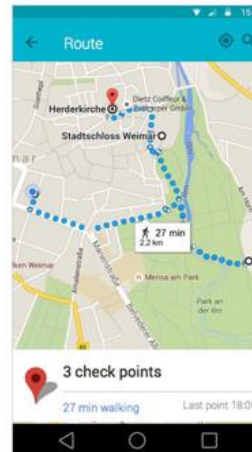
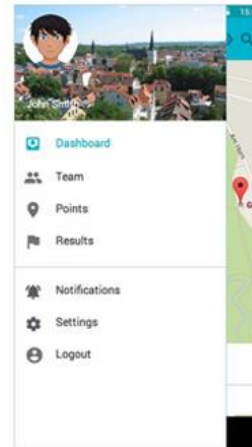
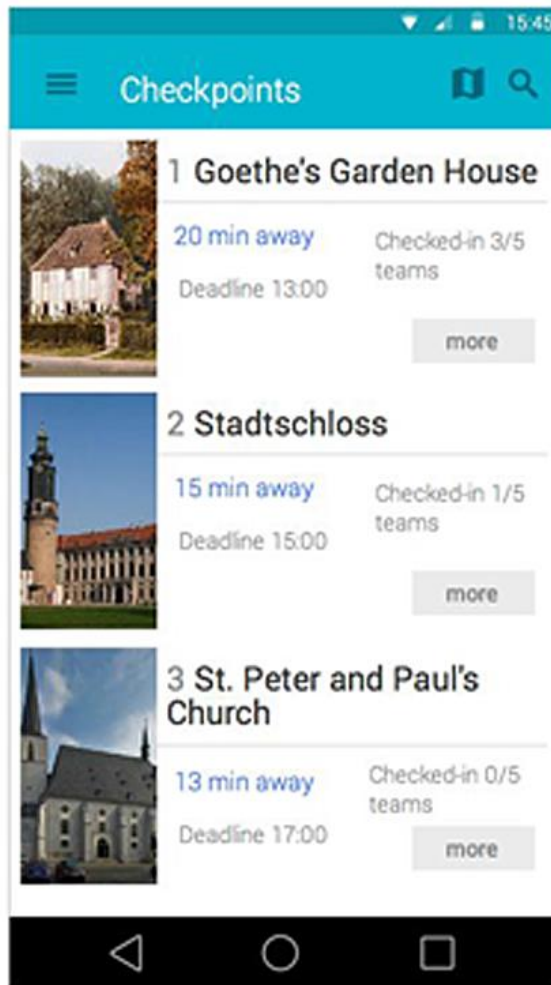
Muhammad Raisul Islam : Audigator



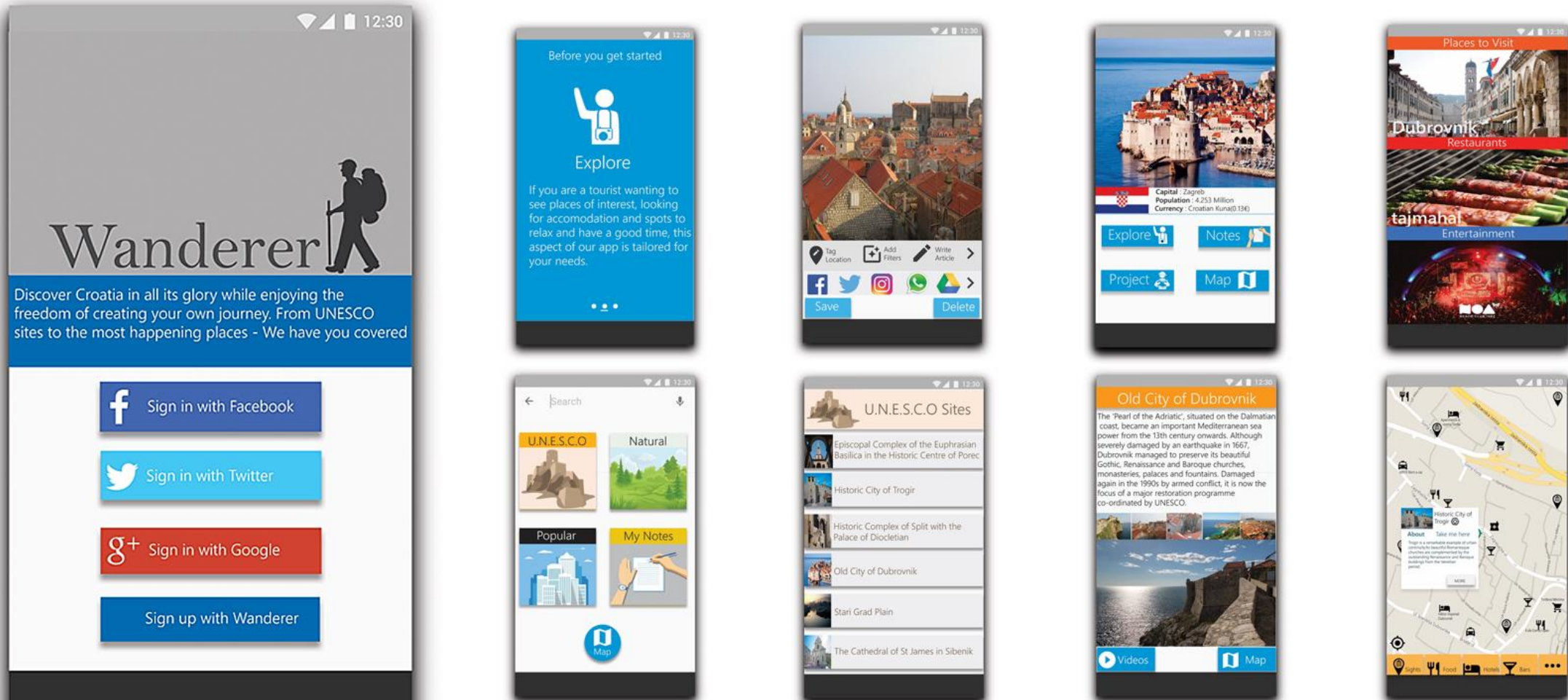
Nana Kesewaa Dankwa : diGH



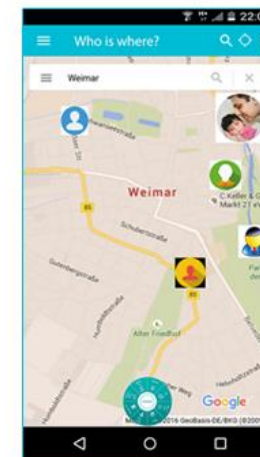
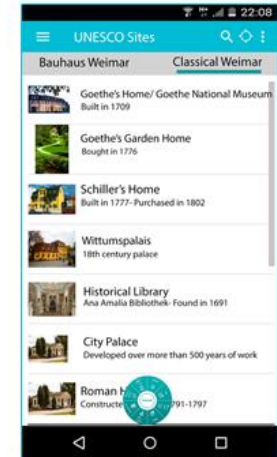
Nikolay Kolyada : FunTour Weimar



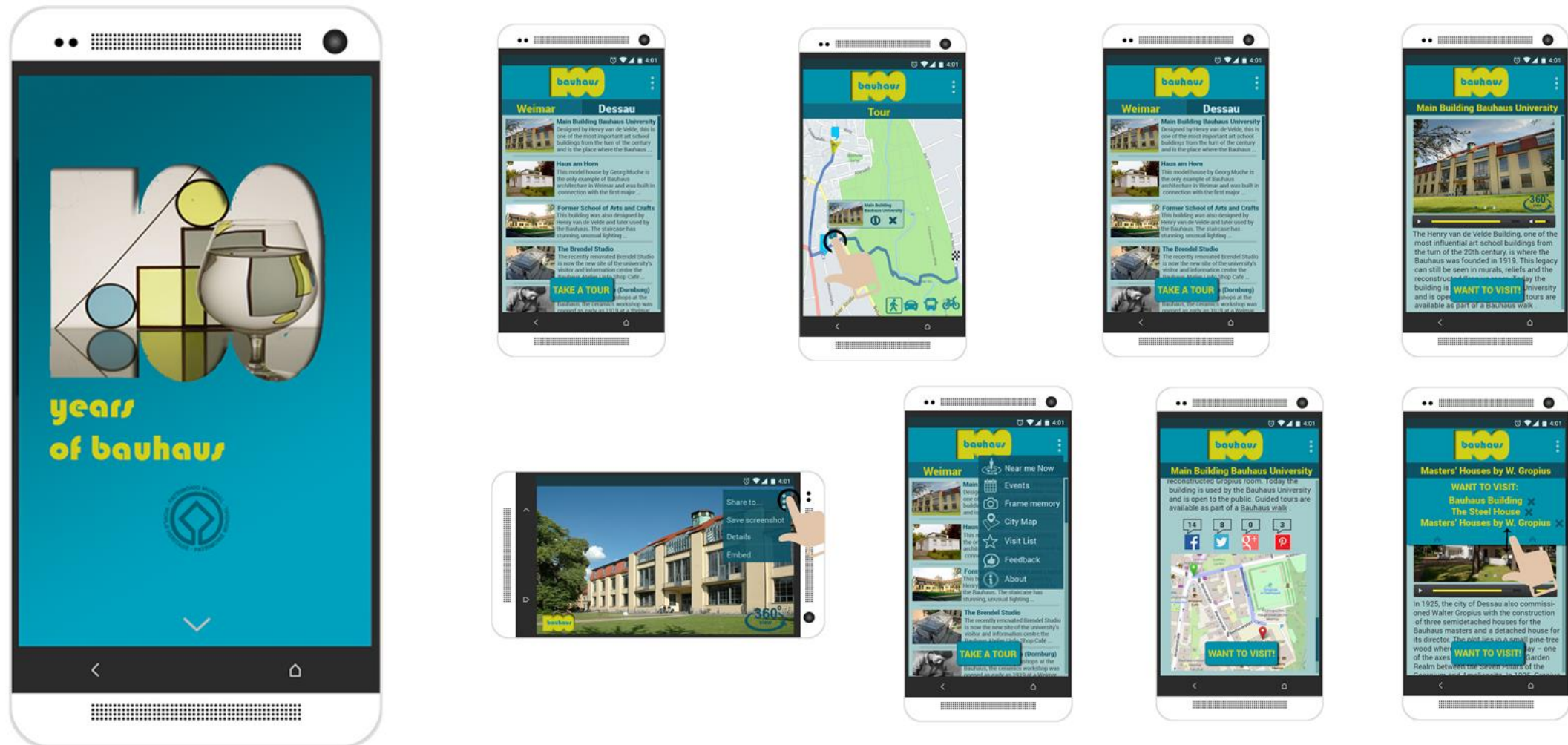
Shahbaz Syed : Wanderer



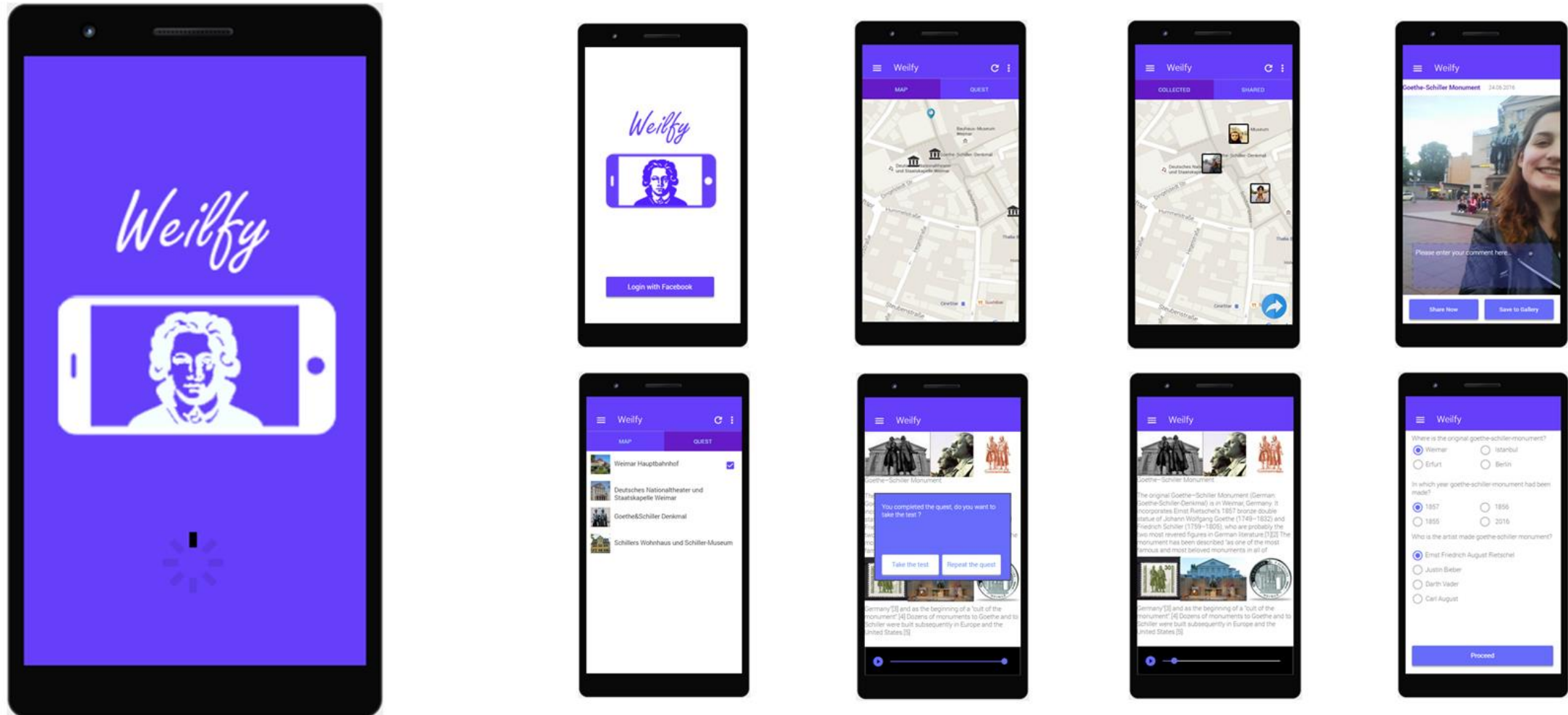
Tahira Sohaib : Weimar Guide

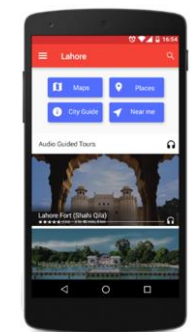
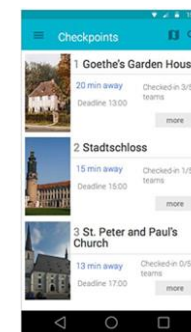
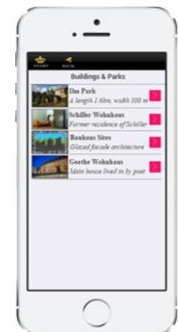
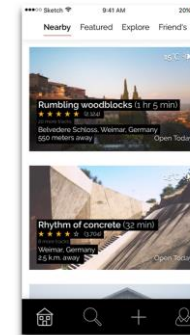
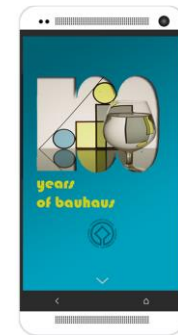
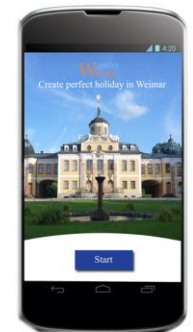
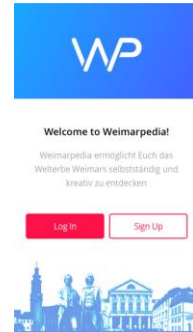
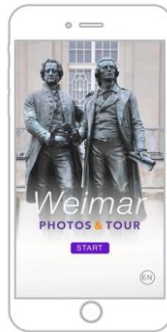


Viorel Morari : 100 years of Bauhaus



Yasar Naci Gunduz : Weifly





Thank You!

08. Overview

Faculty of Art & Design
Chair of Interface Design

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joatan.preis.dutra@uni-weimar.de



<http://www.uni-weimar.de/medien/wiki/IFD:MobileMediaDesign-SS16>

