Building Interactive Devices and Objects

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Schedule

#	Date	Topic	Group Activity
1	19.4.2012	Session 1: Introduction	Team building
2	26.4.2012	Session 2: Microcontrollers & Electronics	
3	3.5.2012	Session 3: Sensors	Concept development
4	10.5.2012	CHI	Concept development
5	17.5.2012	Christi Himmelfahrt	Concept development
6	24.5.2012	Session 4: Actuators	Concept presentation, Hardware requ.
7	31.5.2012	Session 5: Physical Objects (Sven)	
8	7.6.2012	Fronleichnam	Project
9	14.6.2012		Project
10	21.6.2012		Project
11	28.6.2012		Project
12	5.7.2012		Project
13	12.7.2012		Evaluation
14	19.7.2012		Presentation

Evaluation

- Use your interactive object yourself

- Think about how to evaluate it
  - Evaluation criteria?
  - Goals?

- Evaluate whether it fulfills goals

Deliverables

- LMU blog entry about project
  - and/or own project web site

- Final presentation

Presentation Structure

- Duration
  - 10 min presentation (max.)
  - 5 min discussion

- Suggested structure
  - Introduction of group and interactive object (1 min)
  - Target user group (1 min)
  - Main features (1 min)
  - Role-play / show usage scenario (3 min)
  - Present technical details (2 min)
  - Design process, experiences, challenges (2 min)