

# Praktikum Entwicklung von Mediensystemen mit iOS

Sommersemester 2014

Fabius Steinberger, Dr. Alexander De Luca

- Honors Degree in Technology Management at the Center for Digital Technology and Management (Marsstr. 20-22 / Hauptbahnhof).
- Open for students from TUM and LMU, mainly from Computer Science, Engineering and Business Administration.
- 45 ECTS in about 3 semesters + 1 semester abroad.
- All courses are in english, interdisciplinary and with industry partners.
- To start in summer 2014, apply until May 30th 2014.
- [www.cdtm.de](http://www.cdtm.de)
- <http://vimeo.com/72351473>

#### Information Events

- 13.05.2014, 2:30pm, TUM in Garching (Boltzmannstr. 15, MW 0250, EG)
- 13.05.2014, 6:30pm, LMU main building, Room M101
- 19.05.2014, 7pm, CDTM (Marsstraße 20-22, ground floor)

# Today

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- Assignment 2
- Team projects
  - Teams & organization
  - Brainstorming
- Assignment 3 & Outlook

# iOS

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- ✓ Storyboards
- ✓ Navigation Controller, Tab Bar Controller
- ✓ UI controls, touch input
- ✓ Accelerometer, location
- ✓ Web View, Map View
- ✓ Animations, drawing
- ✓ Data persistence



# iOS

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- ★ Camera, Photo Library
- ★ Audio
- ★ Local and Push Notifications
- ★ Game Center
- ★ Facebook, Twitter integration
- ★ Reminders, Calendar, Email, Address Book integration



More: <https://developer.apple.com/technologies/ios/features.html>

<http://goo.gl/ls6Ha>

# Team Projects

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- Brainstorming
- Concept development
- Implementation
- 4 presentations + 1 final presentation

<b>Team A</b>	Ingo Just (Master)	Sven Unnewehr (Master)	Katharina Winkler (Master)	Yixin Shou (Master)
<b>Team B</b>	Markus Teßmann (Bachelor)	Büsra Gülten (Master)	Stefan Langer (Master)	Shuangjiao Cao (Master)
<b>Team C</b>	Daniela Geischer (Master)	Daniel Fritsch (Master)	Benedikt Reschberger (Bachelor)	Florian Weinhart (Master)
<b>Team D</b>	Juliane Franze (Bachelor)	Tibor Goldschwendt (Master)	Max von Bülow (Master)	Jacob Eckert (Master)

# Topics

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- Location monitoring using iBeacons
- Internet of Things
- Health, well-being, quantified self
- Apps for children or old people (learning, safety, UI challenges)
- Civic engagement

# Brainstorming

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Focus on quantity

Filter out later



# Brainstorming

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**No comments,  
no corrections,  
no criticism**

# Brainstorming

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$$1 + 1 = 3$$

Combine ideas,  
build upon existing ideas

# Brainstorming

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**Don't think about the  
implementation**

Welcome unusual ideas

# Brainwriting

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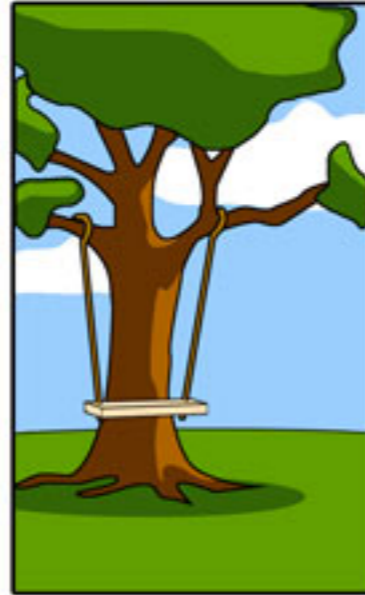
Idea 1	Idea 2	Idea 3

# Assignment 4

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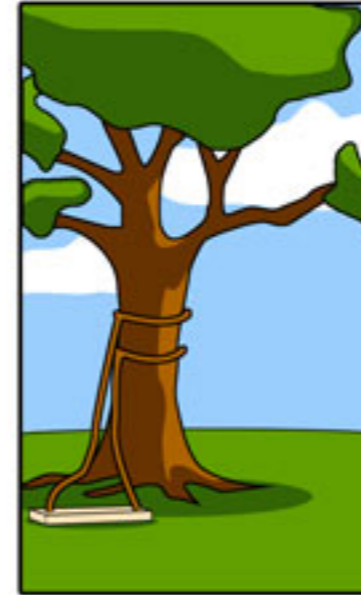
How the customer explained it



How the project leader understood it



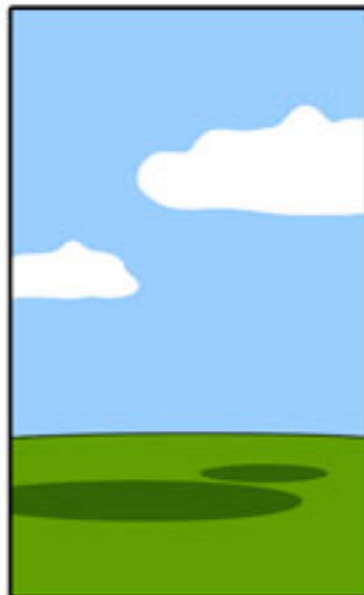
How the analyst designed it



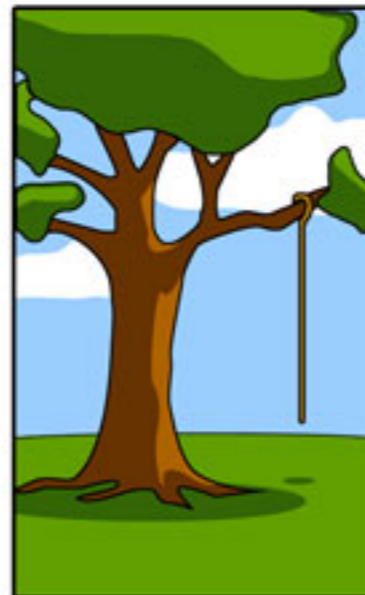
How the programmer wrote it



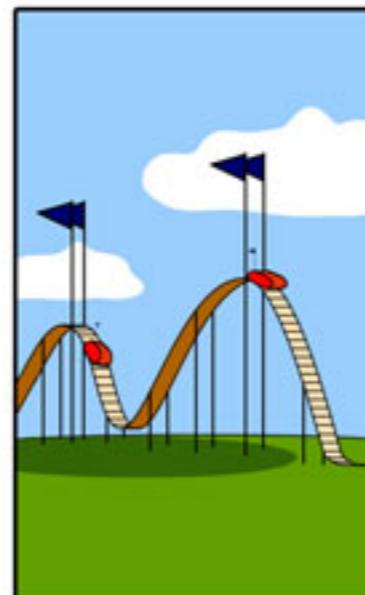
How the business consultant described it



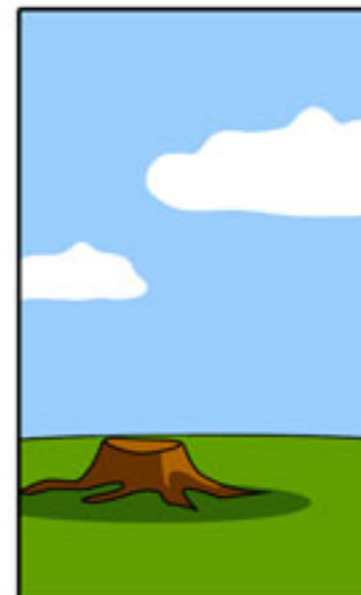
How the project was documented



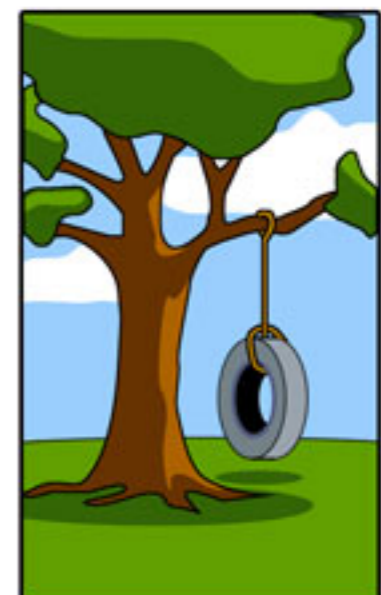
What operations installed



How the customer was billed



How it was supported



What the customer really needed

# Outlook

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- 15.5. Presentation 1: app idea
- 22.5. Presentation 2: refined concept (English)
- 12.6. Presentation 3: implementation
- 26.6. Presentation 4: implementation
- 3.7. / 10.7. Final presentation