

Class Wrap-Up

Assoc. Professor Donald J. Patterson
INF 133 Fall 2013



End of class

- Office Hours
 - 12/6 10am-11am
 - 12/9 2pm - 4pm
 - 12/11 2pm - 4pm
 - 12/13 10am - 11am



End of class

- By Tomorrow!!!
- Task 21.5 MT group eval
- Final Feedback
- Task 24 due 12/13 at 11:59pm
 - Primary Turn in
 - Group Self Eval
- Turn in your phone if necessary
- Eventually pick up your design notebook



Congratulations!

I said this was going to be a hard class
and you have worked hard



Summary



Summary

- Readings from 2 texts



Summary

- Readings from 2 texts
- 20 Lectures



Summary

- Readings from 2 texts
- 20 Lectures
- a bunch of supplemental videos



Summary

- Readings from 2 texts
- 20 Lectures
- a bunch of supplemental videos
- 27 Tasks



Summary

- Readings from 2 texts
- 20 Lectures
- a bunch of supplemental videos
- 27 Tasks
 - a design notebook



Summary

- Readings from 2 texts
- 20 Lectures
- a bunch of supplemental videos
- 27 Tasks
 - a design notebook
 - 7 assignments



Summary

- Readings from 2 texts
- 20 Lectures
- a bunch of supplemental videos
- 27 Tasks
 - a design notebook
 - 7 assignments
 - 2 coding tutorials



Summary

- Readings from 2 texts
- 20 Lectures
- a bunch of supplemental videos
- 27 Tasks
 - a design notebook
 - 7 assignments
 - 2 coding tutorials
 - 5 projects



Summary

- Readings from 2 texts
- 20 Lectures
- a bunch of supplemental videos
- 27 Tasks
 - a design notebook
 - 7 assignments
 - 2 coding tutorials
 - 5 projects
 - 6 quizzes



High-Level



High-Level

- Shaping Things



High-Level

- Shaping Things
- Theory of AJAX



High-Level

- Shaping Things
- Theory of AJAX
- Architecture of Multi-Touch



High-Level

- Shaping Things
- Theory of AJAX
- Architecture of Multi-Touch
- [Ubiquitous Computing]



Mid-Level



Mid-Level

- Human perception



Mid-Level

- Human perception
- The Observer pattern in U/I architectures



Mid-Level

- Human perception
- The Observer pattern in U/I architectures
- Design Notebook



Mid-Level

- Human perception
- The Observer pattern in U/I architectures
- Design Notebook
 - Reflective Thought about design



Mid-Level

- Human perception
- The Observer pattern in U/I architectures
- Design Notebook
 - Reflective Thought about design
- Background of Android and mobile computing



Low-Level



Low-Level

- Web Servers



Low-Level

- Web Servers
- Javascript



Low-Level

- Web Servers
- Javascript
- jQuery



Low-Level

- Web Servers
- Javascript
- jQuery
- Google Maps API



Low-Level

- Web Servers
- Javascript
- jQuery
- Google Maps API
- MT4J



Low-Level

- Web Servers
- Javascript
- jQuery
- Google Maps API
- MT4J
- TUIO servers



Low-Level

- Web Servers
- Javascript
- jQuery
- Google Maps API
- MT4J
- TUIO servers
- Community Core Vision



Low-Level

- Web Servers
- Javascript
- jQuery
- Google Maps API
- MT4J
- TUIO servers
- Community Core Vision
- Built a multi-touch device



Low-Level

- Web Servers
- Javascript
- jQuery
- Google Maps API
- MT4J
- TUIO servers
- Community Core Vision
- Built a multi-touch device
- Developed an application for Android



Low-Level

- Web Servers
- Javascript
- jQuery
- Google Maps API
- MT4J
- TUIO servers
- Community Core Vision
- Built a multi-touch device
- Developed an application for Android
- Worked with sensors on a mobile phone





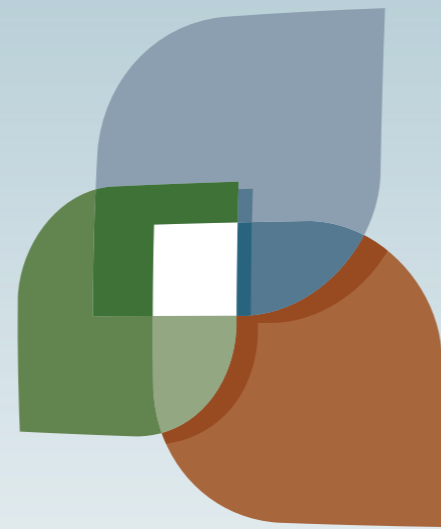
Thanks!

I appreciate your attention,
hard work and input.

It is an honor to be able to
teach you.







L U C I

