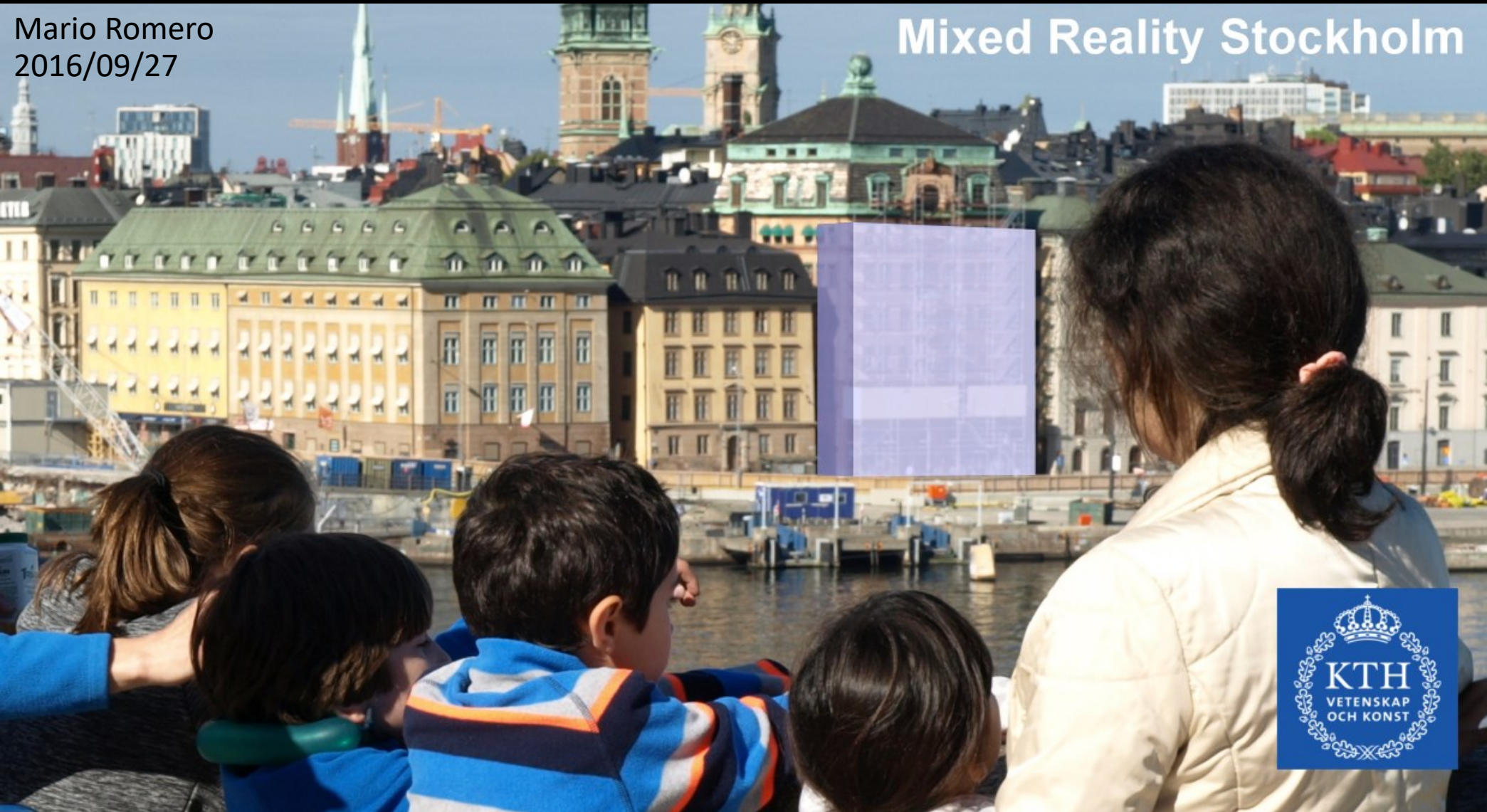


Final Demos before ForskarFredag - Lecture 9

Mario Romero
2016/09/27

Mixed Reality Stockholm



AGI16 Calendar: [link](#)

- Tue 30 aug 13:00-15:00
 - Fri 2 sep 8:00 – 12:00
 - Tue 6 sep 13:00 – 15:00
 - Fri 9 sep 8:00 – 10:00
 - Tue 13 sep 13:00 – 15:00
 - Fri 16 sep 10:00-12:00
 - Tue 20 sep 13:00 – 15:00
 - **Tue 27 sep 13:00 – 17:00**
 - **Fri 30 sep 8:00 – 16:00**
 - Tue 4 oct 13:00 – 15:00
 - Tue 11 oct 13:00 – 15:00
 - Tue 1 nov 13:00 – 15:00
 - **Fri 4 nov 9:00 – Sun 6 Nov 16:00**
 - Tue 15 nov 13:00 – 15:00
 - Fri 18 nov 8:00-12:00
 - Tue 22 nov 13:00-15:00
 - Tue 29 nov 13:00-15:00
 - Tue 6 dec 13:00-15:00
 - Tue 13 dec 13:00-15:00
 - **Fri 16 dec 15:00-19:00**
- Lecture 1: Introduction
- Lecture 2-3: Forming Groups and Brainstorming
- Lecture 4: Groups formed, inspiration, and brainstorming
- Lecture 5: Proposals
- Lecture 6: Proposal Feedback
- Lecture 7: Hello World Demos
- Lecture 8: Preparing ForskarFredag 2016
- Lecture 9: Demo and preparation towards ForskarFredag ForskarFredag (we set up on Thursday evening)**
- Lecture 10: Reflecting on ForskarFredag
- Lecture 11: Preparing for Comic Con
- Lecture 12: Preparing for Comic Con
- Comic Con (we set up on Thursday evening)**
- Lecture 13: Forming groups for project 2
- Lecture 14-15: Proposals Project 2
- Lecture 16: Hello World Demo Project 2
- Lecture 17: Feedback on Demos
- Lecture 18: Preparing for Open House
- Lecture 19: Demo project 2
- VIC AGI16 Open House**

Agenda

1. Announcements
2. Grading ForskarFredag
3. Assignment 3 due Oct 11 (not 4)

4. Demos
 1. Hoverbroom
 2. Pockemon Don't Go
 3. TowPow
 4. Chosen Ones
 5. Zield
 6. SounDark
 7. CocAR
 8. Have Mercy
 9. URGOD
 10. Pointy Stick

Announcements

- Poster Printing [link](#)
- One sentence description [link](#)
- Packing 15:00 – 16:00
 - No coding during packing!
- Set up 16:30 – 20:00
- Invite friends & family [link](#)



FORSKARFREDAG

— En del av europeiska Researchers' Night —

We are on the 3rd
floor stage

Setup
Thursday Sept 29
15:00 (@ VIC) –
20:00 (@ location)



ENTER

Present
Friday Sept 30
8:00 (@ location) –
16:00 (@ location)

Mario's mobile
0762581802

Return
Friday Sept 30
16:00 (@ location) –
18:00 (@ VIC)

Debaser 3rd floor stage

TABLES (T)
CHAIRS (C)
SCREEN 1 (S1)
SCREEN 2 (S2)

PM
HOVERBROOM

OC CV1 + COMP

C
T
S1

TOW POW

PX TT

VIVE
TENT
S1

UR GOD

TT { S1 x 2 ?
S2 x 4 ?

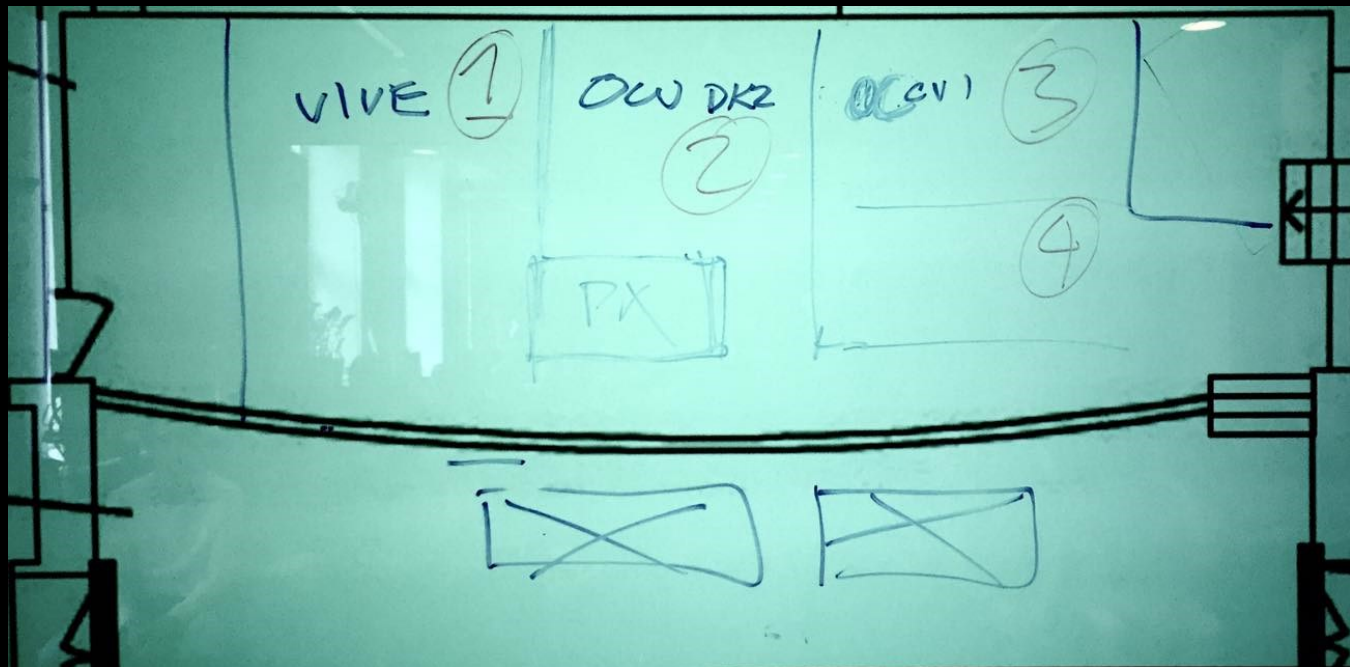
VIVE
XBOX
CHAIRS/STAND?

PDG.

CURTAIN?
KINECT?

HAVE MERCY

S1
TT
GEAR



MORNING
SOUND ARK

C (STAND)
STAND

S1 OCCV

COLAR

PX OC DKZ
ARM CHAIR
TABLE (MAD SAND)
TENT?

VIVE + COMP

ZIELD

S1
TT (TALL TABLE)

TC1S

S1
TT
KINECT

POINTY STICK

S1
TT

Demo: Purpose

- Practice for ForskarFredag
- Demonstrate state of projects
- Interact with each other's projects
- Discuss
- Improve
- BUT...
 - Train to:
 - Present in 60 seconds to six-year-olds
 - Observe and gather formative evaluation quantitative and qualitative data in the field
 - Elicit constructive criticism

Demo: Structure

- Interactive Demo
07:00
 - Hands-on
 - Non team members
 - Discussion going on
- Context Switch
01:00

Demo: Roles

- At least:
 - One presenter
 - Present script only
 - Answer questions
 - One observer
 - Take notes
 - DO NOT TALK
 - One inquirer
 - Ask clarifying questions
 - Do not ask leading questions

Demo: Presentation on Poster

- One slide - template
- 2, 3 or 4 columns
 - Motivation and Goals
 - Methods
 - Results
- Few words many images
- Link to how to do & present posters

Demo: Questions

- Clarifying questions:
 - What do you mean by “so and so”?
 - I don’t understand, could you explain it differently?
 - Could you talk about that further?
 - Tell more about that...
 - How does that make you feel?
 - “Following” questions

Demo: Questions

- Leading questions:
 - What do you think?
 - Is it working for you?
 - **Do you like it?**
 - What would you improve?
 - What would you change?
 - Why don't you like it?
 - Why do you like it?

Observers

- Pen and pad
- Take copious notes
- Count, count, count!
- Take photos
- Record (VERY SHORT) videos – be selective
- Record (VERY SHORT) testimonials

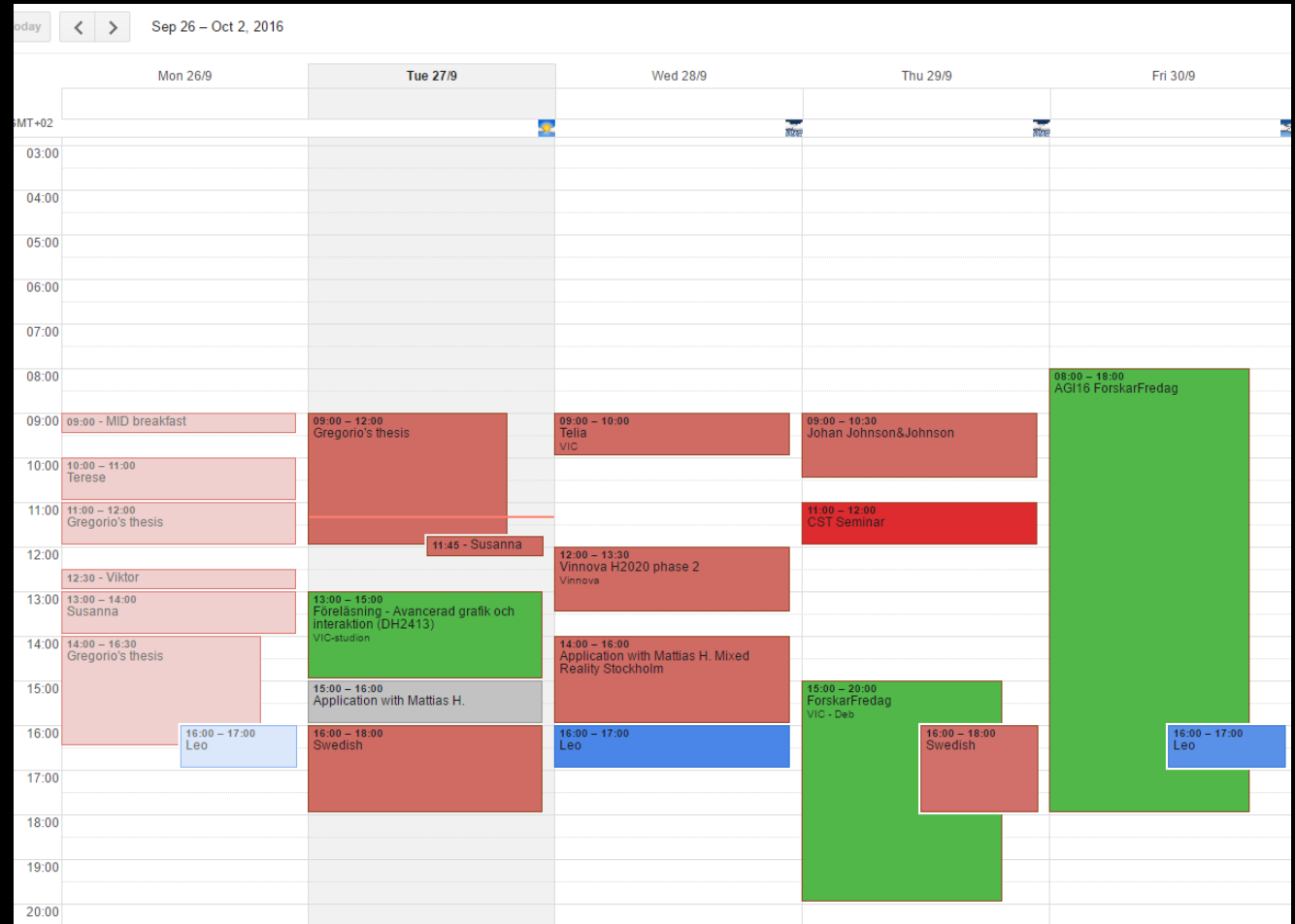
Demo: Audience

- Take notes
- Comment during demo
- Take notes of comments
- Transfer your notes to the facebook wall
- Help each other

Grading of ForskarFredag

- 10%
- Group
 - Time slot (- 1% per hour missed)
- Individual grading due Oct 4 at 12:00 [link](#)
- Individually, please, on a pdf document with in 300 words or fewer, with a link to one 30-second video, and with 3 photos, tell in your own words what you have individually learned in doing your projects and presenting them in front of the ForskarFredag audience. Also, briefly mention what changes you will consider based on the audience feedback while you work towards Comic Con. Submit your pdf here (Social). To help you structure your report, please focus on the AGI Intended Learning Outcomes:
 1. Collaborate to build original and stable projects that combine methods in advanced computer graphics and advanced human-computer interaction;
 2. Communicate the theory and practice of these methods at a technical and a practical level;
 3. Provide informed constructive criticism to the development of the projects from other teams;
 4. Demonstrate the projects at large public venues to open audiences.

Ind. Meeting if needed



Assignment 3

- Due Tuesday **October 11 at 9 AM**
- Everyone
- Share the papers with each other on a google doc spread sheet
- Invite me to the document
- Group the papers into themes
- Prioritize the papers per theme
 - Everyone Votes scores 3 (best) to 1.
- The top 12 papers is your reading list for the following 4 assignments
- I will suggest follow up readings per theme

Individual Grades

- I will create a google doc
- Alias to everyone
- Place individual results there

Questions?

