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://vimeo.com/72351473
Today

• Assignment 2
• Team projects
  • Teams & organization
  • Brainstorming
• Assignment 3 & Outlook
iOS

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

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

http://goo.gl/ls6Ha
Team Projects

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

<table>
<thead>
<tr>
<th>Team</th>
<th>Member 1</th>
<th>Member 2</th>
<th>Member 3</th>
<th>Member 4</th>
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<tbody>
<tr>
<td>Team A</td>
<td>Ingo Just (Master)</td>
<td>Sven Unnewehr (Master)</td>
<td>Katharina Winkler (Master)</td>
<td>Yixin Shou (Master)</td>
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<tr>
<td>Team B</td>
<td>Markus Teßmann (Bachelor)</td>
<td>Büsra Gülten (Master)</td>
<td>Stefan Langer (Master)</td>
<td>Shuangjiao Cao (Master)</td>
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<tr>
<td>Team C</td>
<td>Daniela Geischeder (Master)</td>
<td>Daniel Fritsch (Master)</td>
<td>Benedikt Reschberger (Bachelor)</td>
<td>Florian Weinhart (Master)</td>
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<tr>
<td>Team D</td>
<td>Juliane Franze (Bachelor)</td>
<td>Tibor Goldschwendt (Master)</td>
<td>Max von Bülow (Master)</td>
<td>Jacob Eckert (Master)</td>
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Topics

• 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

Focus on quantity

Filter out later
Brainstorming

No comments, no corrections, no criticism
1 + 1 = 3

Combine ideas,
build upon existing ideas
Brainstorming

Don’t think about the implementation

Welcome unusual ideas
<table>
<thead>
<tr>
<th>Idea 1</th>
<th>Idea 2</th>
<th>Idea 3</th>
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Assignment 4

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

- **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