<table>
<thead>
<tr>
<th>No.</th>
<th>Date</th>
<th>Time</th>
<th>Lecture</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Wed Sept 03 13-15</td>
<td>Lecture 1</td>
<td>Intro</td>
<td>Group Formation and brainstorming</td>
</tr>
<tr>
<td>2.</td>
<td>Fri Sept 05 15-19</td>
<td>Lectures 2-3</td>
<td>Proposals</td>
<td>Feedback on proposals</td>
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<td>4.</td>
<td>Thu Sept 11 10-12</td>
<td>Lecture 5</td>
<td>Hello World! Demos</td>
<td>Demo Day!!</td>
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<td>5.</td>
<td>Mon Sept 15 8:30-10</td>
<td>Lecture 6</td>
<td>Hello World! Demos</td>
<td>Setup 16:00 – 20:00</td>
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<td>6.</td>
<td>Thu Sept 18 10-12</td>
<td>Lecture 7</td>
<td>Hello World! Demos</td>
<td>ForskarFredag 2014!!!</td>
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<tr>
<td>7.</td>
<td>Wed Sept 24 14-16</td>
<td>Lecture 8</td>
<td>Hello World! Demos</td>
<td>Reflections of ForskarFredag</td>
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<tr>
<td>8.</td>
<td>Thu Sept 25 16-20</td>
<td>Debarser Invation</td>
<td>The past and future of YA3 and PodRacer</td>
<td>The past and future of 2Pac and Space Survival</td>
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<td>9.</td>
<td>Fri Sept 26 8-18</td>
<td>Debarser Domination</td>
<td>Epson Moverio – Project 2 industrial sponsor</td>
<td>Epson Moverio Workshop</td>
</tr>
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<td>10.</td>
<td>Mon Sept 29 9-10</td>
<td>Lecture 9</td>
<td>Reflections of ForskarFredag</td>
<td>Kista Mässan Invation</td>
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<tr>
<td>12.</td>
<td>Mon Oct 13 8:30-10</td>
<td>Lecture 11</td>
<td>New groups</td>
<td>Setup 16:00 – 23:59</td>
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<td>14.</td>
<td>Thu Oct 29 16-23</td>
<td>Kista Mässan Invation</td>
<td>Epson Moverio Workshop</td>
<td>Reflections on ComiCon</td>
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<td>15.</td>
<td>Thu Oct 30-Sun Nov 2, 9-19</td>
<td>Kistamassan Domination</td>
<td>New groups</td>
<td>New groups</td>
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<tr>
<td>16.</td>
<td>Tue Nov 4 10-12</td>
<td>Lecture 13</td>
<td>New groups</td>
<td>Epson Moverio Workshop</td>
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<tr>
<td>17.</td>
<td>Wed Nov 5 10-12</td>
<td>Lecture 14</td>
<td>New groups</td>
<td>Proposals</td>
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<tr>
<td>18.</td>
<td>Fri Nov 7 15-19</td>
<td>Lectures 15-16</td>
<td>Feedback on proposals. Early hello world demos</td>
<td>Feedback on proposals. Early hello world demos</td>
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<td>19.</td>
<td>Tue Nov 11 10-12</td>
<td>Lecture 17</td>
<td>Feedback on proposals. Early hello world demos</td>
<td>Hello world Demos</td>
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<td>20.</td>
<td>Tue Nov 18 10-12</td>
<td>Lecture 18</td>
<td>Feedback on proposals. Early hello world demos</td>
<td>Demo Day!!!</td>
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<td>21.</td>
<td>Tue Nov 25 10-12</td>
<td>Lecture 19</td>
<td>Feedback on proposals. Early hello world demos</td>
<td>Prepare Open House</td>
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<td>22.</td>
<td>Tue Dec 2 10-12</td>
<td>Lecture 20</td>
<td>Feedback on proposals. Early hello world demos</td>
<td>AGI14-VIC Open House</td>
</tr>
<tr>
<td>23.</td>
<td>Thu Dec 4 15-18</td>
<td>VIC Invation</td>
<td>Feedback on proposals. Early hello world demos</td>
<td>Prepare Open House</td>
</tr>
<tr>
<td>24.</td>
<td>Fri Dec 5 15-19</td>
<td>Open House</td>
<td>Feedback on proposals. Early hello world demos</td>
<td>AGI14-VIC Open House</td>
</tr>
</tbody>
</table>
Agenda

1. Comming up
2. Group meetings
3. Epson Moverio
4. Individual Meetings
6. Reflections of ForskarFredag
7. Assignment 4 – due Wed Oct 8
Remember: Deliverable Oct 28

• Working VIC Demo
• Code with good comments
• Webpage with:
  – Description
    • Goal and motivation of the project
    • Explanation and Justification of the graphics and interaction technologies used and developed
    • Challenges
    • Obstacles
    • Related work
    • Lessons learned
  – Photos
  – "Making of" documentary (2 minutes)
  – Demo Reel (30 seconds)
  – Optional PR material (logo, trailer, flyers, posters, catalog)
  – User testimonials (what did people say)
Group Meetings

• Meet with me for 120 minutes
• Explain your projects in detail
• Plan lesson with me:
  – Wed Oct 8 13-15 Lecture 10 – The past and future of:
    • YA3  13:15 – 14:00
    • PodRacer  14:15 – 15:00
  – Wed Oct 15 13-15 Lecture 12 – The past and future of:
    • 2Pac  13:15 – 14:00
    • Space Survival  14:15 – 15:00
• Doodle: http://doodle.com/fuhpr3g36gyvvrau#table
Project 2 – Epson Moverio
Individual Meetings

• Design a portfolio for your future career
• Determine features you would like to develop and claim
• Doodle:
BONNIER AB

"The level of service was high and treatment incredibly professional."

Emelie Ekman, Media Year 3

UNION

"As an exhibitor, we get a lot of money, compared to other shows."


"Industry Day gives us students the opportunity to meet companies in the industry for more casual form"
• If you are interested in volunteer to participate, email me as soon as possible.
• We coordinate with: Sandra Liljeqvist sanlil@kth.se
• Here some info:
  – http://www.branschdag.com/omoss
  – the exhibitors will be Outfox, TV4, Sveries Ingenjörer, Bonnier, SVT, My Academy, Starcom, Vitt grafiska, Unionen, Qasa and KTH Innovation and the lectures will be given by Bonnier, Outfox, Kapero and Spotify.
Assignment 4

The goal of this assignment is to help you create a plan for the future of your projects. This is a group project. You submit a single group pdf here. Here is what you must do:

1. Take the answers to the ForskarFredag survey that I will distribute, your notes from ForskarFredag, your photos, video, and sound files, and compile all the feedback and ideas into categories. Define those categories from the data. For example, large categories may be input/output and small categories may be buttons vs. gestures.

2. Once you have defined the first categories, define groups of larger categories that contain smaller categories.

3. Once you have a group of three or four very large categories, define what you have learned about your project, people's experience of it, and, most importantly, what is the list of priorities to implement for ComiCon.

4. Once you have a list of features, decide what is the feature that each individual group member will like to lead. For example, bob leads atmospheric scattering.

5. Define the related literature work you must study in order to develop the new features.

6. Submit the summary of the steps above and a table with features, leader, and related work.

7. Create a work plan for the table in 6.
Reflections of AGI14

Assignment 2: Feedback
Lecture 5: Feedback on proposals
Lecture 6: Group Formation and Brainstorming
Lecture 8: Discussion over Demo Day
Survey about ForskarFredag
Assignment 4

Assignment 2: Feedback Proposal: Feedback Hello World! Demo Demo Day ForskarFredag ComiCon Open House

Assignment 1: think of your project
Lecture 2-3: Group Formation and Brainstorming
Lecture 4: Proposal
Project evolution from ForskarFredag to ComiCon

User-Centered Design

1. Ideate
2. Research
3. Prototype
4. Evaluate
5. Analyze

Project development
Hello World! Demo Demo Day

Assignment 1: SIGGRAPH videos
Assignment 2: Related work proposed
Assignment 3: Related work review
Lecture 4: Proposal
API documentation for development
Group meeting with Mario to prepare lecture

9/29/2014

AGI14 - L9
Interaction:
- Physical surroundings
- Common gestures:
  - Two arms to the side or in front

Evaluation:
- No presentation
- Afford discovery without intervention
- Non-participant observation
- Don’t turn it into a spotlight
- Some people are shy and self-aware
- Think of three-year-olds (who have not developed the theory of mind to understand that other people have different perspectives and thus don’t care what people think)

Develop the graphics and the mappings
Pod Racer

• Focus on the graphics
  – Fire
  – Electricity
  – Dust
  – Pseudo-realism
  – Advanced effects
  – Avatar with arms controlling the pod
  – Visualization of engine thrust
  – Map?
  – Virtual arrows?

• Sound
  – Location?
  – Special effects
  – Sound track
    • Expert: Roberto Bresin
  – You may justify spending time on good sound by calling it “advanced interaction” but I will not force you to do it.

• Change track
• In-game tutorial
Space Survival

• Controls
  – Hard
  – Confusing
  – Vertical thrusters

• In-game tutorial

• Self-localization
  – Map?
  – Virtual Arrows?
  – On avatar’s body?!

• Space dust – speed and direction

• Look at 3D movie creation – layering

• Sound in helmet
  – Sonification
  – Early warning
  – Communication with ground control, mission command, or space craft
2Pacs

• Game mechanics are working best for adults – patient and using the brakes
• Focus on graphics
Thank you!

marior@kth.se

Questions?