



Application Development for Mobile and Ubiquitous Computing

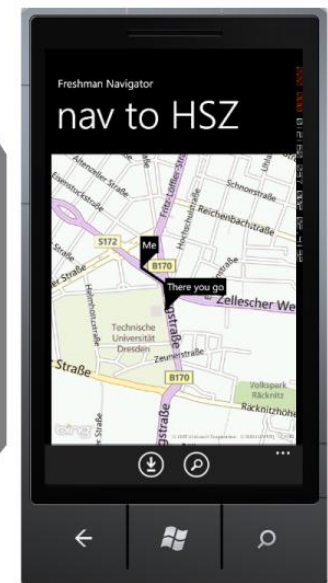
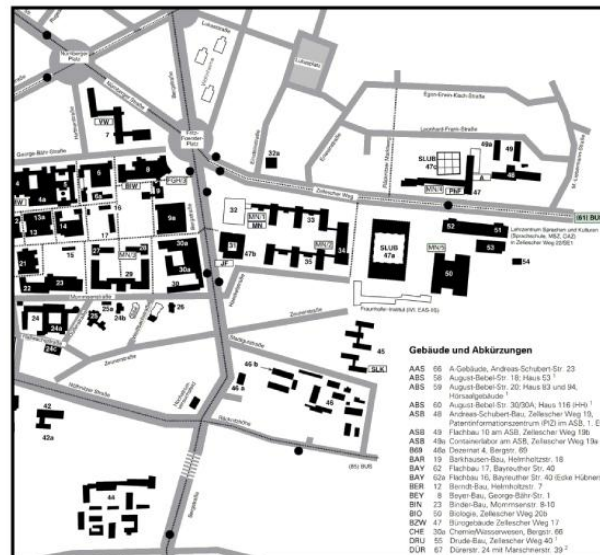
Seminar Task Second Presentation

GroupNo. xxx
Team: Robin Wieruch
André Lorenz

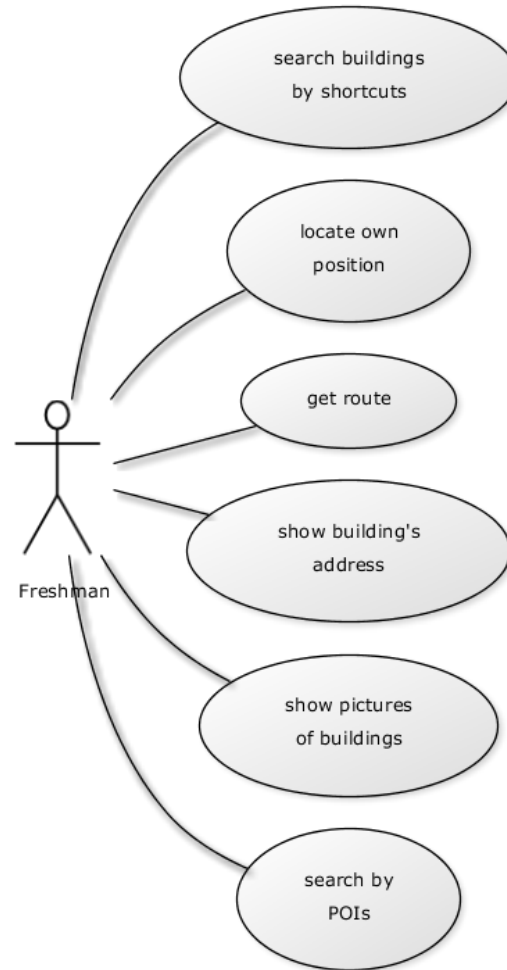
- Application Scenario
- Screenshots
- Technologies
- Architecture
- Challenges
- Work plan

Freshman`s Navigator

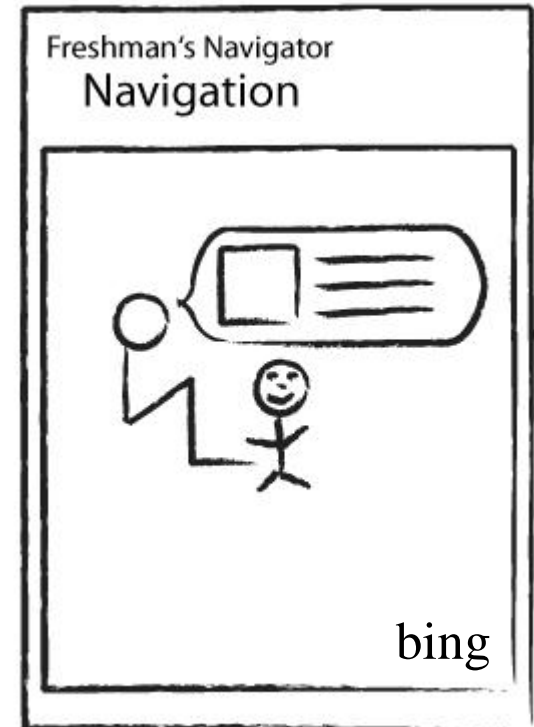
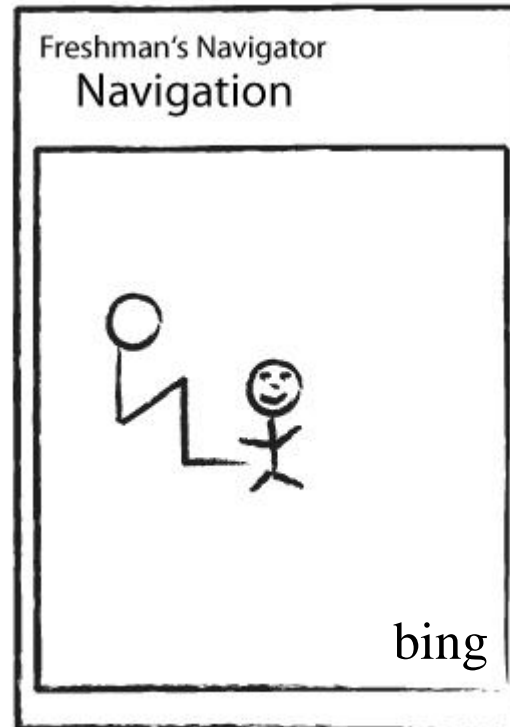
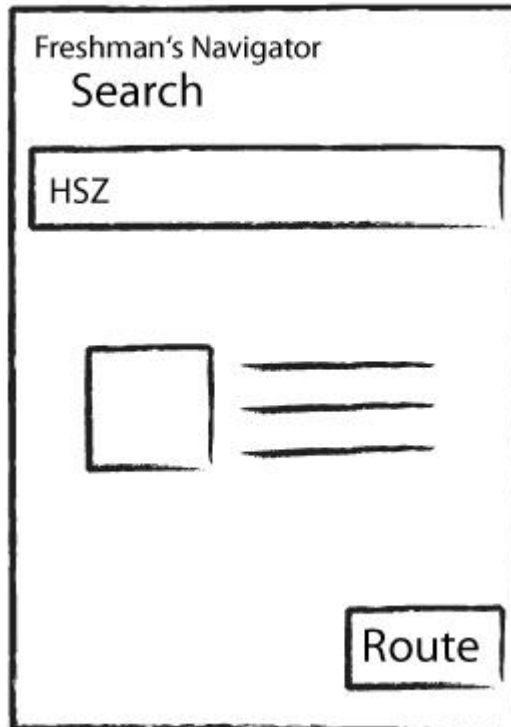
- Navigation across campus
- Use of building-shortcuts



Use Cases:



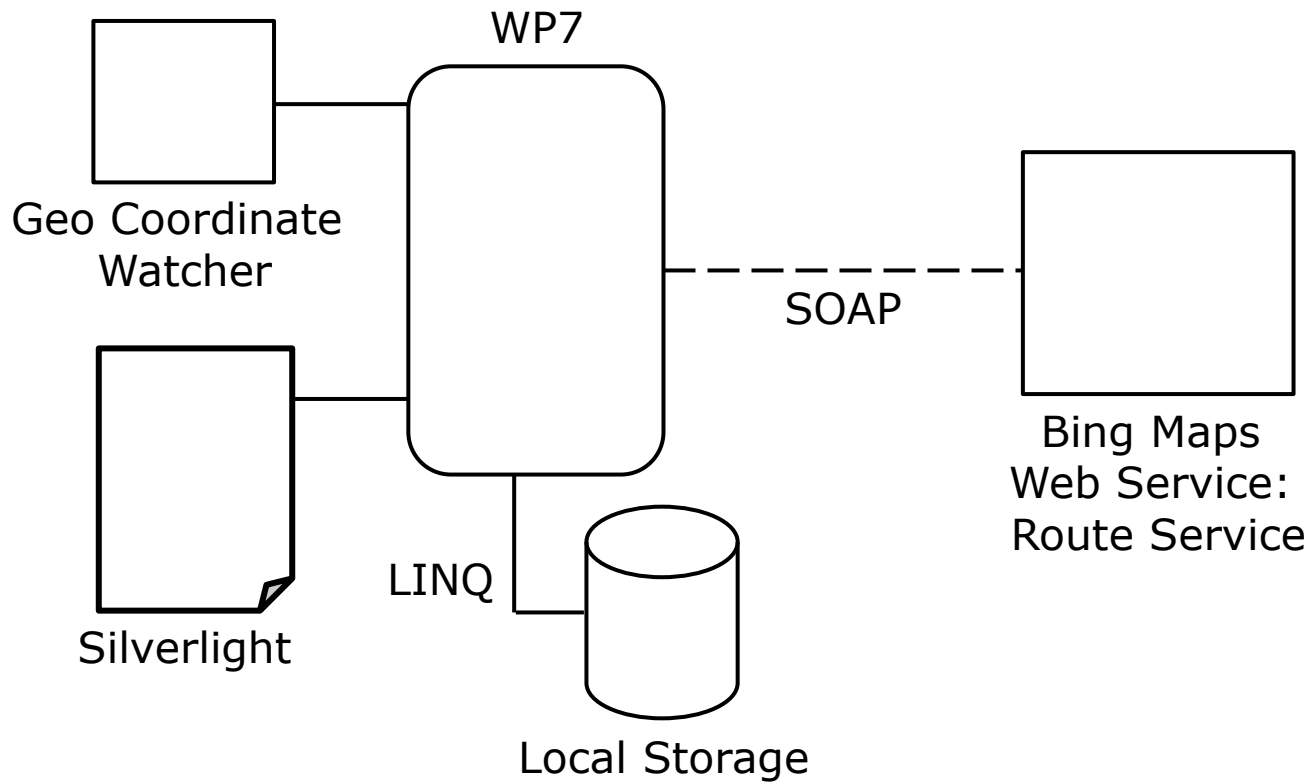
Mockups:





- Platform: Windows Phone OS 7.5
- Silverlight-Framework
- Programming language: C#
- Bing Maps Web Service as backend
- GPS-feature of Mobile Phone
- GUI in Windows Phone Metro Style





- Dynamic Computing Environment:
 - Localization of user through GPS

- Resource Restriction:
 - Location-tracking only on map-view
 - Server maps and routes data
 - Metadata-retrieval on demand
 - Energy-efficient programming (Bing-API)
 - Adaptable synchronization-intervall

- Usability
 - Recommendations when searching for building
 - Thumbnail-preview for building images on map

- Design in Metro Style
- Error-handling for Web Service communication
- Database with all buildings + geo coordinates
- Search option for buildings
- Metadata on the map on demand