



Application Development for Mobile and Ubiquitous Computing

Seminar Task Final Presentation

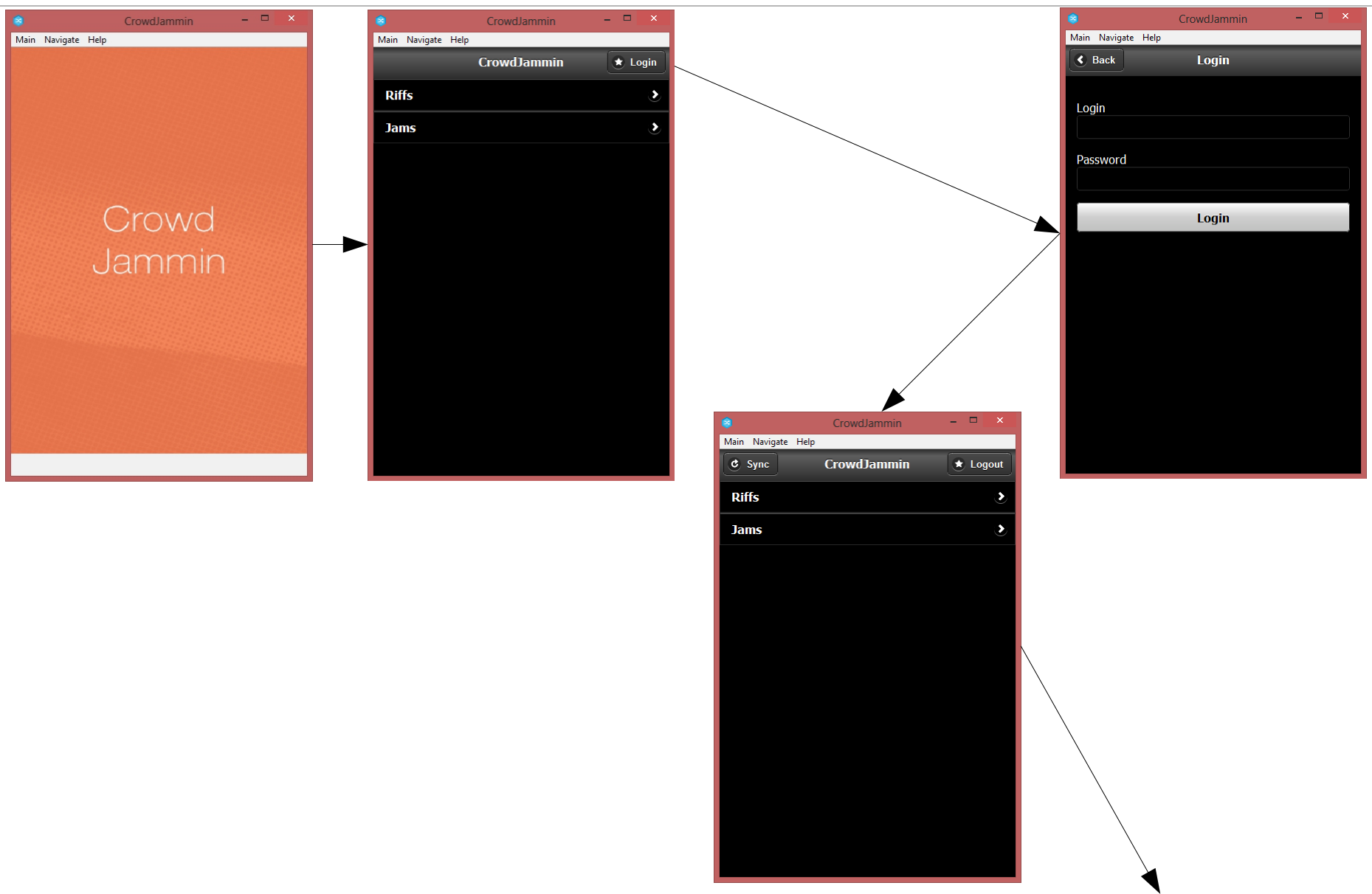
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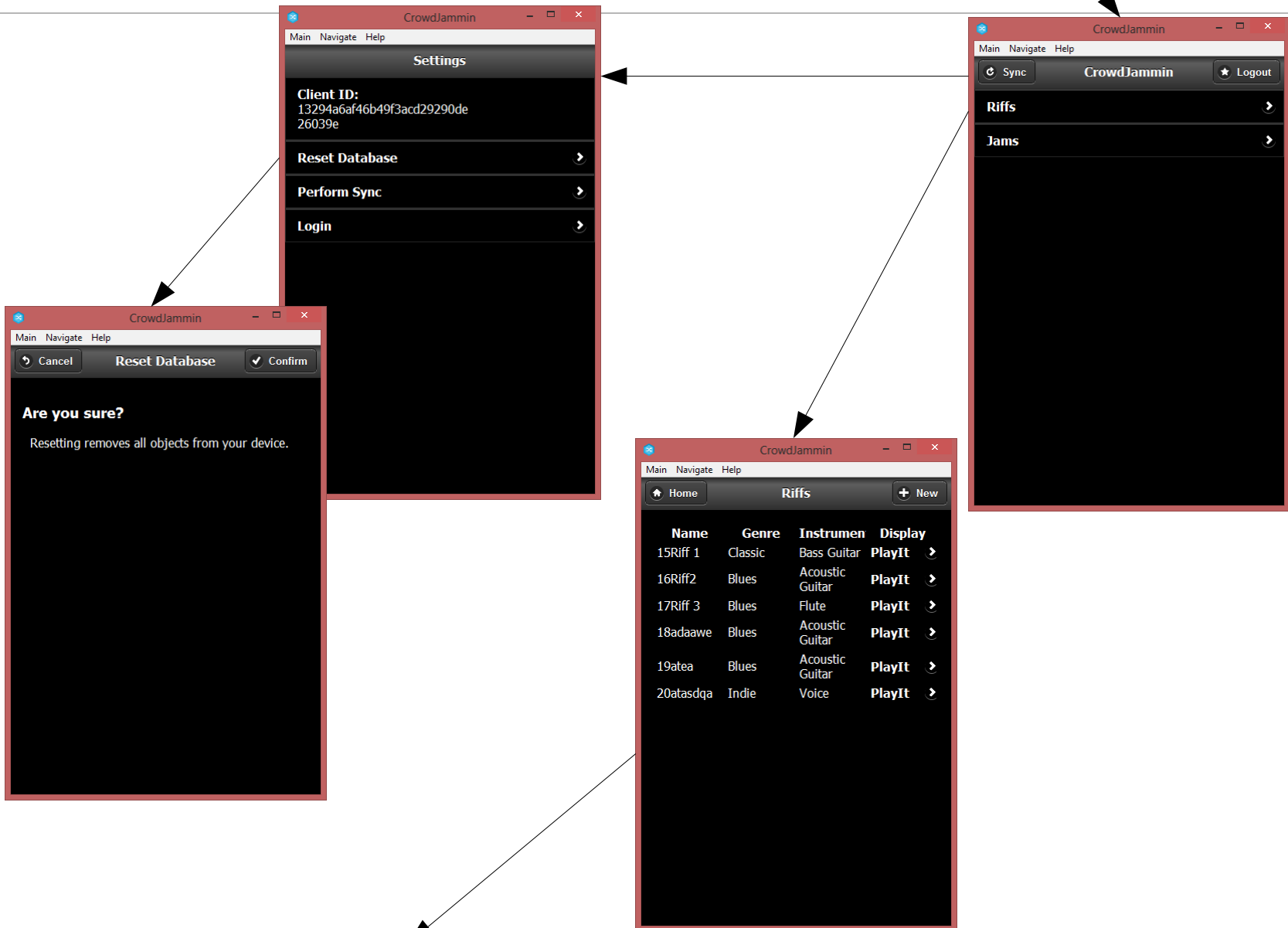
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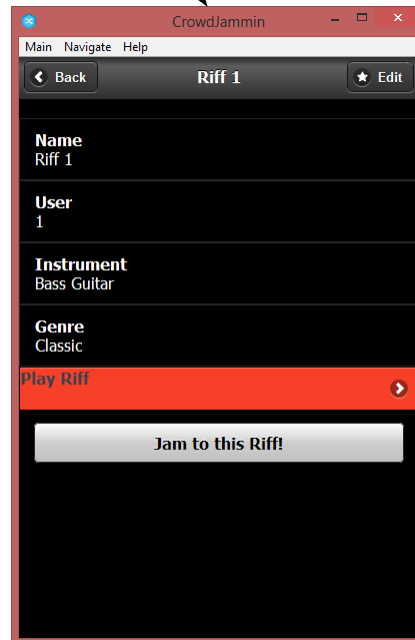
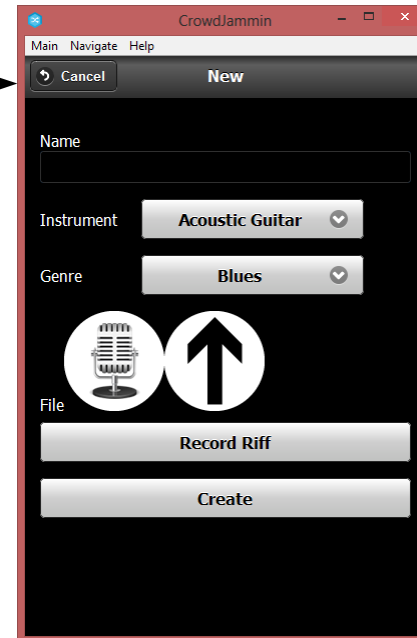
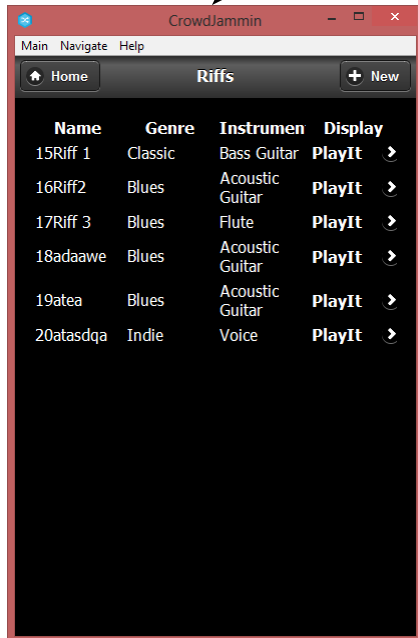
Daniel Olivares

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- CrowdJammin is a multi-platform application, for music enthusiasts (both amateur and professional) both with or without a band who are looking for inspiration or other people to arrange or jam to their ideas, or jam to other people ideas.
- The concept is that Users can record small Riffs with a couple of seconds with the instrument of their choosing and upload it so that all Users can hear it, play to it or even use it to create a Jam with their own instruments.







- Technical Context Awareness;
 - Usability
 - Extensibility;
 - Availability.
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- Simple and deductive user interface;
 - Low file sizes and on-need download with offline storing and scheduling capabilities on device.

- The way to tackle the Jam part without needing to encode was to have multiple sound files playing at the same time and synchronized by a metronome;
- The lack of a JavaScript License made the group have to reorganize the code so as to only use Ruby Calls;
- Problems with final touches regarding a file repository.