



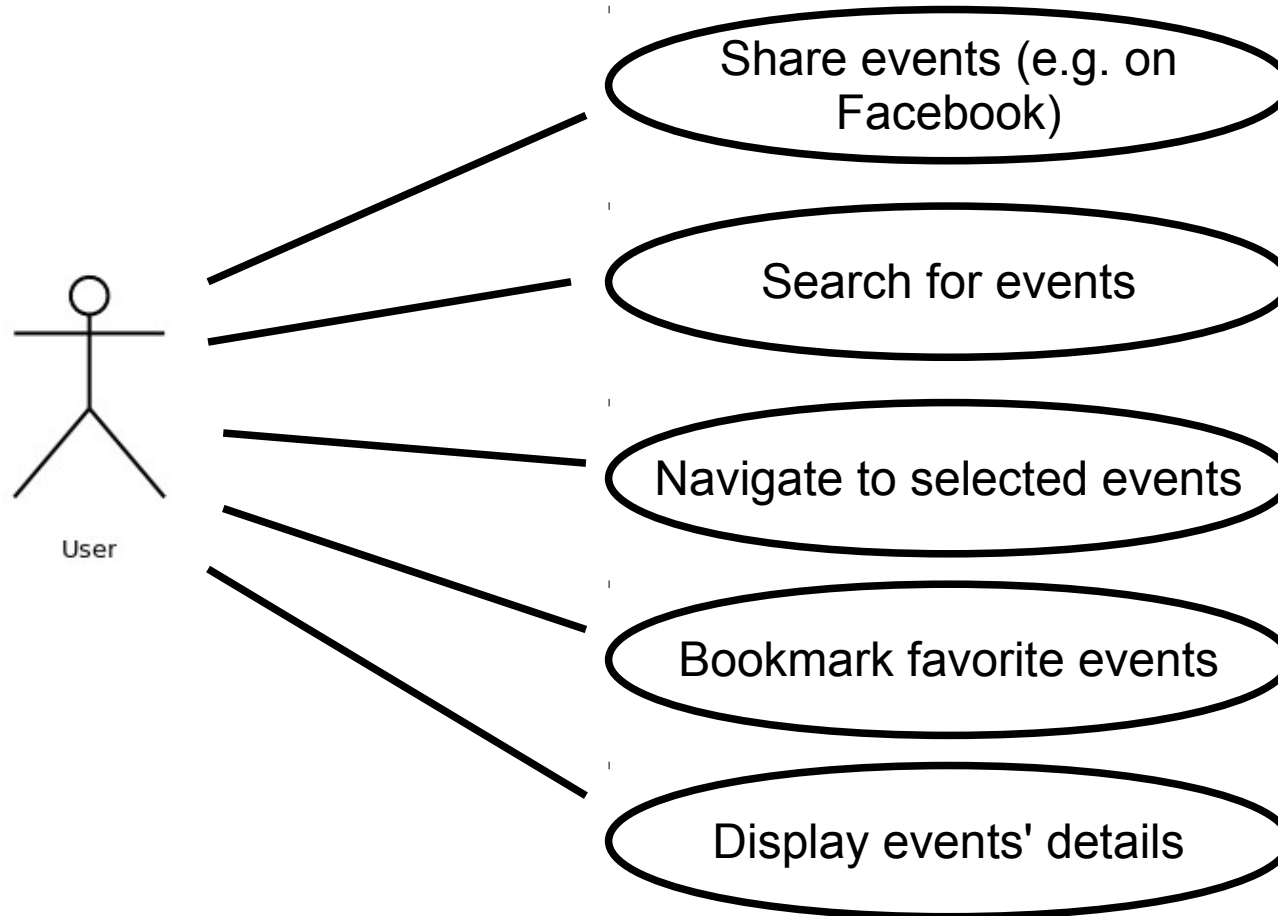
Application Development for Mobile and Ubiquitous Computing

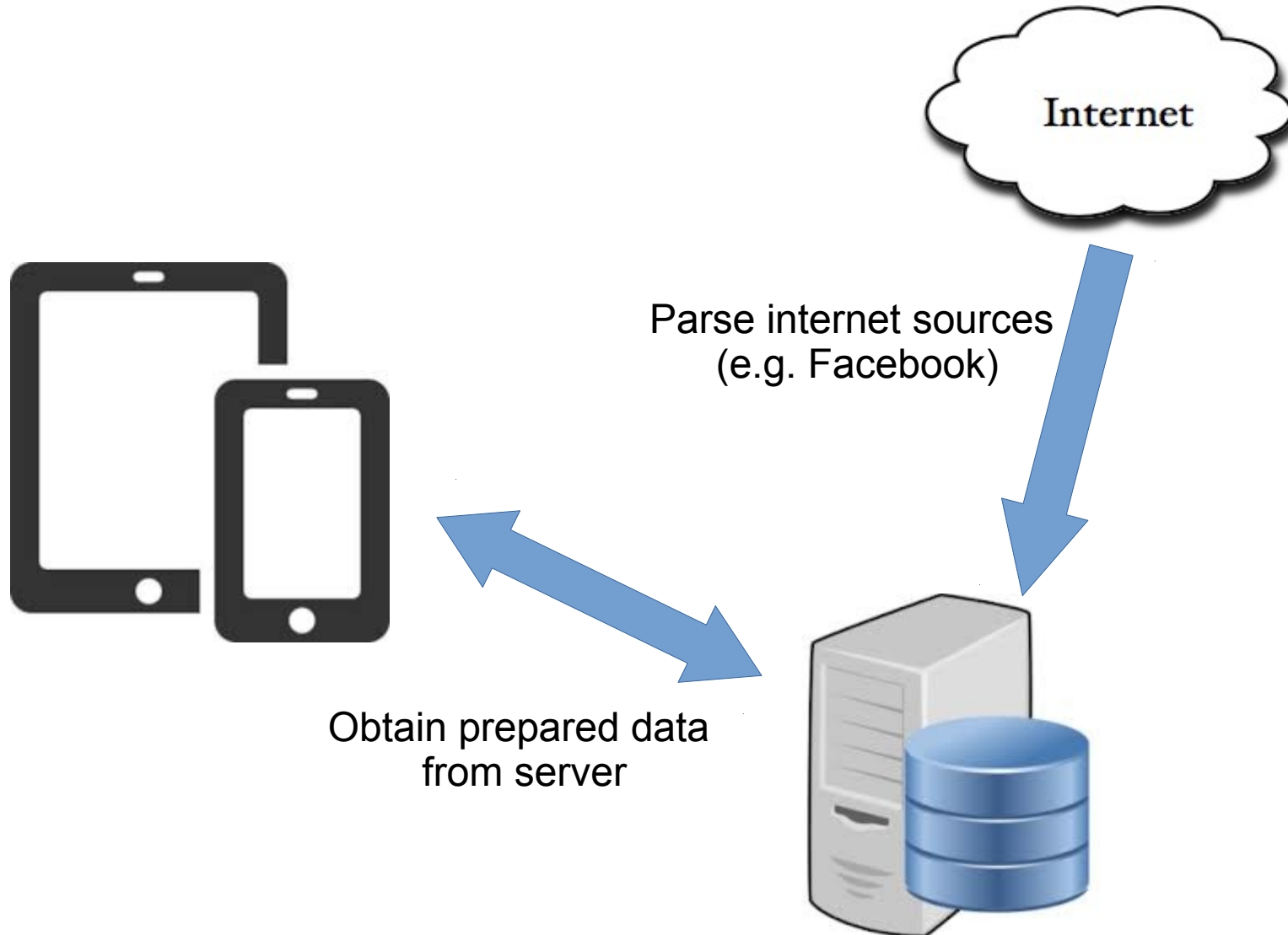
Seminar Task First Presentation

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PartyBrowser!

- Searching for social events on the Internet
- Use social media like Facebook
- Share found events with friends
- Navigate to party
- Navigate back home! 😊
- Focus on usability and efficiency





My events

event #1

event #2

event #3

Upcoming events

event #1

event #2

event #3

event #4

event #5



Search	Results
<input type="text" value="keywords"/>	event #1
Date range <input type="text" value="11"/> <input type="text" value="12"/> <input type="text" value="2014"/>	event #2
<input type="text" value="23"/> <input type="text" value="12"/> <input type="text" value="2014"/>	event #3
Place <input type="text" value="city, street"/>	event #4
<input type="button" value="Find"/>	event #5

Sample Party!

Start time

11-12-2014 19:30

Where

Map preview

Details about event,
e.g. movies on YouTube,
pictures

Navigate

- Common
 - JSON (for data exchange)
- Client
 - Google Android application in Java
 - Google Maps & navigation
 - Use Adaptive UI Flows (Fragments)
- Server
 - Python
 - Google App Engine

- Usability Challenge
 - Support for various screen sizes (tablet and smartphone)
- Connectivity Challenge
 - Adjust bandwidth usage depending on internet connectivity
- Offline Challenge
 - Store information about favorite events

- Setup development environment
- Break project into modules
- Develop client and sever applications
- Tests & integration

Questions?