Ideas for Projects in Mobile Computing

# Brainstorming:

* Mobil App

1. Use Camera to control the Phone through hand gestures.
2. Ability to navigate on the Phone – Maybe the touchscreen or buttons are broken.
3. If the user creates letters through a hand gesture, the software should open the app which name starts with the generated letter
4. Play games such as Fruit Ninja using the camera.
5. What part of the room is filmed? How big is the user interface?
6. Use the Phone as a remote for the Computer.
7. Use the phone as a touch screen for the computer
8. Use the phone as a mouse – using the camera (connect trough USB, Bluetooth or WiFi)
9. Control volume button on phone
10. Control music played from the phone or stream music from the phone to the computer
11. Control Center
12. Play random songs in a genre through buttons on phone.
13. Generate playlists through machine learning.
14. Have a KU generated Schema on the Phone.
15. Setup an automated alarm, which rings x minutes before the class (if class is after hh:mm, don’t setup the alarm
16. Remind the user of what applications or utilities are needed for the class
17. Visual representation of future assignments
18. Visual representation of the building and room the class is held in
19. Hook the app to Spotify, so it can play soft morning songs
20. Implement a snooze button
21. Use data from GPS to send data to KU – For better use of the study counsellors.
22. Digimon Go

* Hololens program / Colour Glass

1. Dissect units/objects to see how they are made or how to remove things.
2. Play videos in hololens. Make a projector obsolete
3. Design House – Architect make it easier design a house
4. Room decoration – Find stuff on IKEA to see how it will fit in the room.
5. Choose colours for paint. Visualize how a colour on the wall will fit in.
6. Put a Moustache on every person you see
7. Google Earth – Google Maps – Go on vacation from home

* Apple Watch program
* Monitor (Big TouchScreen)