DESIGN

Brainstorming ⇢ Idea 1, idea 2, idea3 etc.

Bodystorming
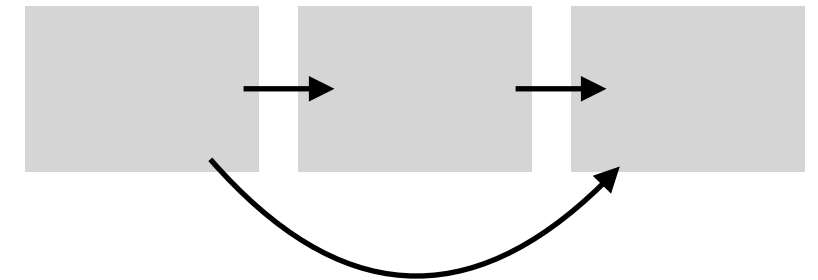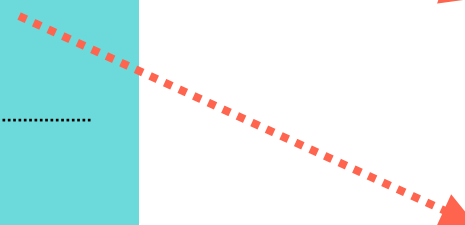
Interaction scenario
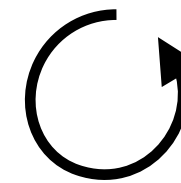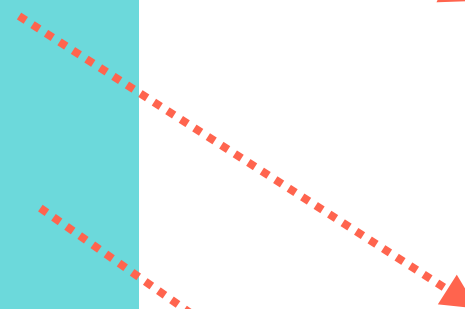
Storyboard

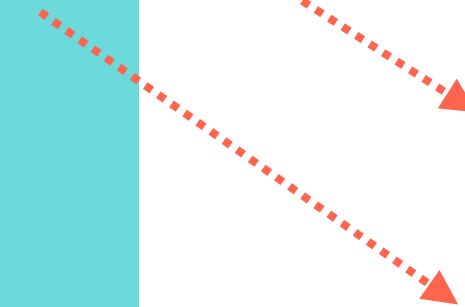"Claude is walking in the street and is receiving a phone call …"

Gesture set

Teaching method

Define gesture-command mapping

…

Choose recogniser

Choose an evaluation method

No constraint

Exam on Feb 1st, 2019

Slide presentation + prototype demonstration (10")

- Al least 5" for the slide presentation

- Guidelines: https://github.com/bcaramiaux/GMI/blob/master/GMI_project.pdf

Followed by 5" questions

Send archive w/ report (5p max) + slides + software by **Jan 25th, 2019**

- **Before archiving**: Delete "`node_modules`" inside the project folder

- Naming: `Name1_Name2_Name3.zip` to baptiste.caramiaux@lri.fr

- Email subject: "`[GMI] Name1 Name2 Name3`"

Report (and slides)

- **Design**

  - Initial ideas

  - State of the art (existing systems, short paragraph)

  - Storyboard

  - Users targeted

  - Gesture set (motivations, etc.)

  - Teaching method and "recogniser" (if any)

  - Evaluation (method to evaluate the system, along some measures)

- **Implementation**

  - Description of the system, framework, device etc.