Interaction Project

Interaction Technology Course, 2013-2014

Deadline of the project proposal: 26/9/2013, at 23.00
Deadline of the project: 28/10/2013, at 23.00

Requirements:

1. Hardware: computer, webcam, headset, wii remote, infrared lights, etc. If you use other devices, it is your own responsibility to acquire them (including their necessary libraries).

2. Software: Microsoft Visual Studio C#, EmguCV, other necessary libraries.

Instructions:

- Part 1: (Project Proposal)

  1. Design an interaction system with futuristic interactive technologies. The theme of the system can be either an interaction system for disabled people, elderly people, games, etc.
  2. The design must be drawn in sketches where each sketch must be explained in maximum 100 words (we will not read any explanation longer than 100 words).
  3. The design must include at least two technologies mentioned in the assignments. In addition to that, other advanced interactive technologies are also encouraged to be included.
  4. The design must be submitted in order to get approval.

- Part 2: (Implementation)

  1. If the project proposal is approved, write a substantial program to implement some or all parts of the design (Part 1). The programming quantity and quality must represent approximately 50 hours of work for each student.

- Part 3: (Evaluation)

  1. Evaluate the implementation with respect to the project proposal, by stating how far the goal has been achieved, what components are not implemented and the consequences, whether there is any gulf of execution, and whethere there is any gulf of evaluation.
  2. The evaluation has to mentioned in the report and final presentation.

To Submit: (only part 1, deadline: 26/9/2013 at 23.00)

1. The sketches of the design in pdf (you can use powerpoint file format).

2. Names and student numbers of the group members.

3. Submit via (max. 20MB): http://www.cs.uu.nl/docs/submit/

To Submit: (part 2 and 3, deadline: 28/10/2013 at 23.00)

1. Sketches of the design in pdf (you can use powerpoint file format).

2. Code and project files (including the necessary libraries)

3. Executable program

4. Report on the evaluation (part 3)

5. A video showing the interactions and the program in action.

6. Names and student numbers of the group members.

7. Submit via (max. 60MB): http://www.cs.uu.nl/docs/submit/

If the size of the videos is larger than 60MB, put them in your website, and submit only the link. This applies only for videos. Other files must go through the official submission website.

Notes:

1. Fairness: if you find that the members of your group do not work properly, report this to us. We will reduce their grade, and might increase yours (depending on the circumstances).

2. Questions and others related to the practicals (including late submissions) should be sent to: interactiontechnology2013@gmail.com