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2.0 Professional Spotlight

Video 1 (diigo): Mobile Development

David Pogue: 10 top time-saving tech tips

http://www.ted.com/talks/david_pogue_10_top_time_saving_tech_tips

I learned a few ways to save time while using a computer and a phone. I learned some shortcuts for browsing web. I already knew some shortcuts; such is holding ctrl and pressing plus or minus to zoom in and out of a webpage. My new trick that I learned is instead of using the scroll wheel on the mouse to scroll down while browsing, the space key can scroll right to the next page content. I found this really helpful. I will use this next time when I am browsing the Internet.

I never knew that I could make a selection without popping up the selection menu; all I have to do is type the first letter of the selection If there are more than one selections that begin with the same letter, all I have to do is type the next letter after the first letter. Now I am glad to know a trick that a smartphone can do. I find it very useful in my field. It is that smartphones can automatically end a sentence with just a double tap of space key. I found one trick interesting about digital cameras. The trick is to tap and hold the shutter button for a while so the camera can adjust the focus level. I will try this trick on a smartphone's camera.

Video 2 (diigo): Game Design

Kim: Day in the Life if a Video Game Designer

https://www.youtube.com/watch?v=c0o6BPYKBiA

There is not much to learn about the industry, since Mobile Development and Game Design are both family. Designing a game is also a part of Mobile Development. I found that Game Design is more entertaining than my degree because for most of the time people play games. Kim talked about how she stayed up all night to play a game with her boss. I don't think this is possible in my field. It would be awesome if it happens.

Game Design uses the same concepts as used to develop apps. First the game is sketch out on a piece of paper, just like the layout of an app would. The sketch is then designed in computer. The design is tested out in the computer for trails and error. Other users test the design as well. This is exactly the same method for developing apps for mobile.

Video 3 (diigo): Game Design

Gabe Zichermann: How games make kids smarter

http://www.ted.com/talks/gabe_zichermann_how_games_make_kids_smarter

The gaming industry has changed rapidly. Getting paid to play game, it is every humans dream job. Zichermann turned his hobby of gaming into business. This is a really interesting, and a fun job. Zichermann explains how gaming can increase a person's IQ and the impact it can have on a person's life style. A child can learn something better if it was in a game format. Gaming is a form of entertainment.

Gamification is a process of a game thinking, mechanics, and pattern. It is used to engage audience to solve problems. Zichermann used a great example how gaming can improve the future. A speeding camera is used to enter the ones who drive under the speed limit into a lottery and win the proceeds from the ones who speed. This is a game thinking. A negative reinforcement is turned into a positive reinforcement.

Mobile Development has a lot in common with gaming. Game is developed for the mobile. Gaming makes education fun. Before the smartphone era, kids used other gaming console to play games. Now days, there are plenty of educational games for mobile and kids find game apps entertaining.

Video 4: Computer Science

Lisa Seacat DeLuca: A young inventor's vision of the future

https://www.ted.com/watch/ted-institute/ted-ibm/lisa-seacat-deluca-a-young-inventor-s-vision-of-the-future

DeLuca is a developer and an inventor at IBM. She talks about developing software. A code is simple command given to a computer to perform. Before smartphones, a text message would take over 40 lines of codes to send. Now days, it takes about a single line of code to send a message.

Deluca explains the possibility of how the future may be. A toilet paper would talk to the merchant when it is running out. A cloth hanger will turn its color into red to indicate that the cloth hasn't been worn in a while, and would suggest donating it. The future is already here, nowadays we can print 3d objects. In the future, developing software would be just like telling a story. I think this would be very helpful to my field. I just hope that I get to live till then.