Project Planning

Topics!

- Parameterize the Generation of Realistic Faces
  - G1, G2, G5, G7
- Inducing Emotions in Virtual Reality by Changing the Appearance of the Avatar
  - G1,G6
- Deep Labeling of Motion Capturing Markers
  - G1,G2,G8
- Training a Mouse Transfer Function using Reinforcement Learning
  - G2,G3,G5,G7,G8,G9
- Curve 2.0
  - G3
- Socially Acceptable and Usable Text Presentation in Augmented Reality (in Smart Glasses)
  - G3, G4, G6
- Tracking Paper Files
  - G4,G7
- The Effect of Real-Time Translated Text Position on Hand-held AR Devices
  - G4,G5,G6,G8,G9

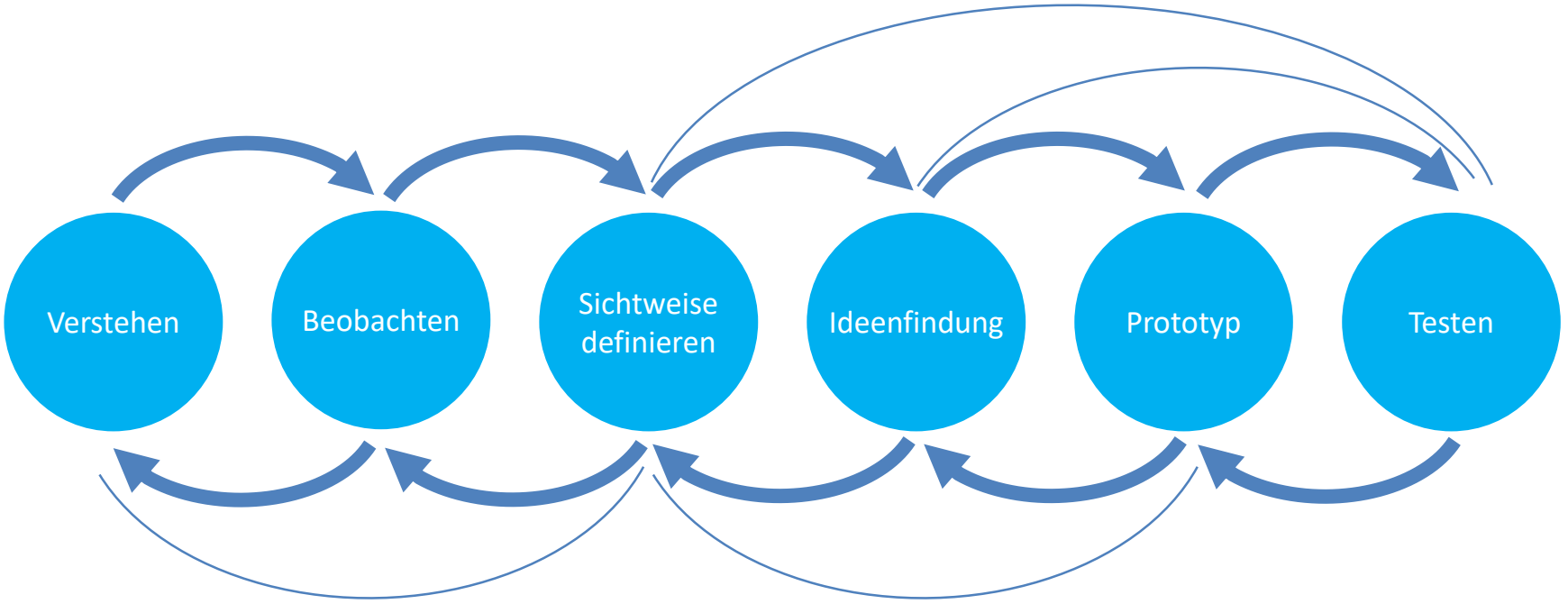
Project

- Deadline: 30.9.
- Projektmanagement: SCRUM!
  - Search a project management tool of your choice
    - Z.B. taiga.io, JIRA, ASANA, ScrumDESK, Trello
  - Create a set of user stories
    - What are the (our+your+user) requirements for your project?
  - Choose your management framework
  - Prototype/MVP requirement analysis
    - What are the most important aspects that must be covered by your prototype?
    - Which tools do you need to develop your prototype?

Tasks for next week

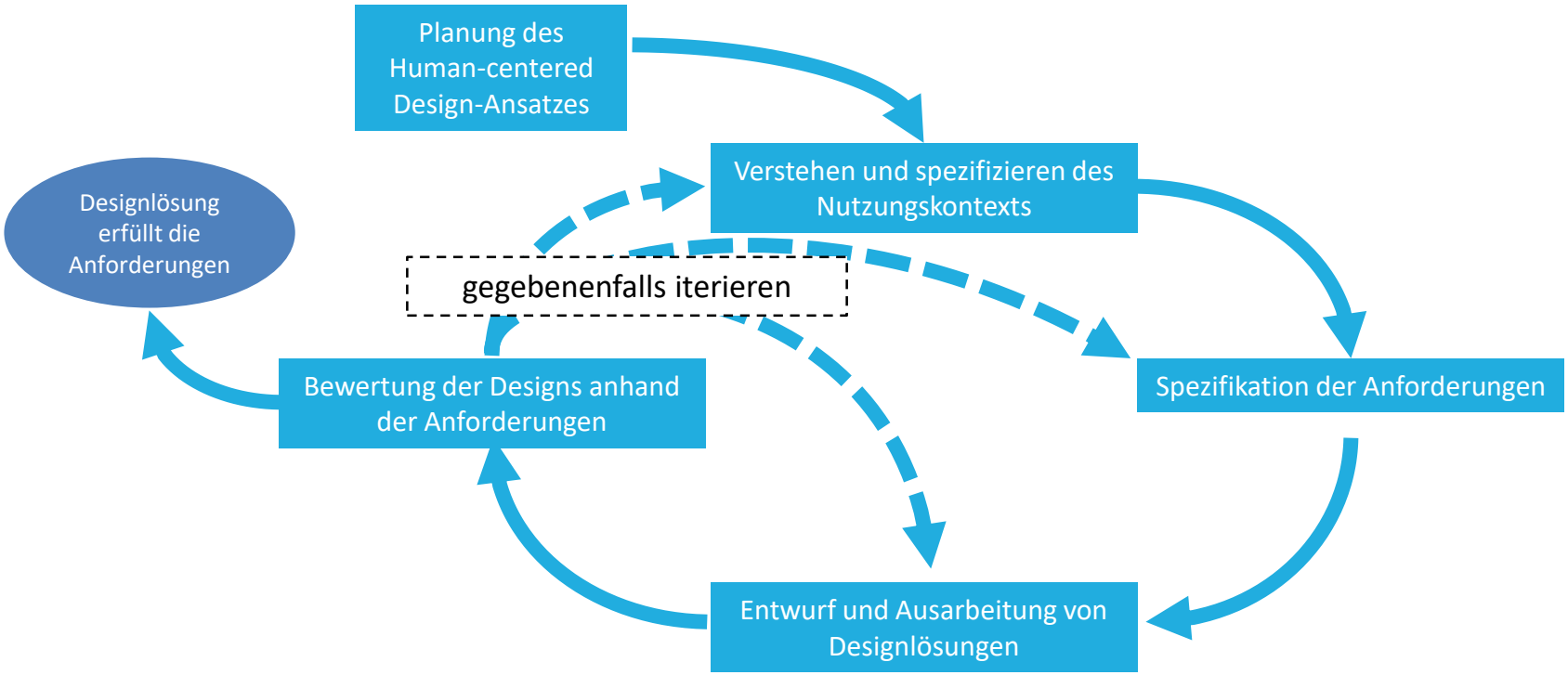
- Present your project
  - Give an overview
  - What‘s your focus?
  - Present your project plan, user stories, requirements
  - What are your hypotheses?
  - What do you need (from us) to test your hypotheses?

Design Thinking



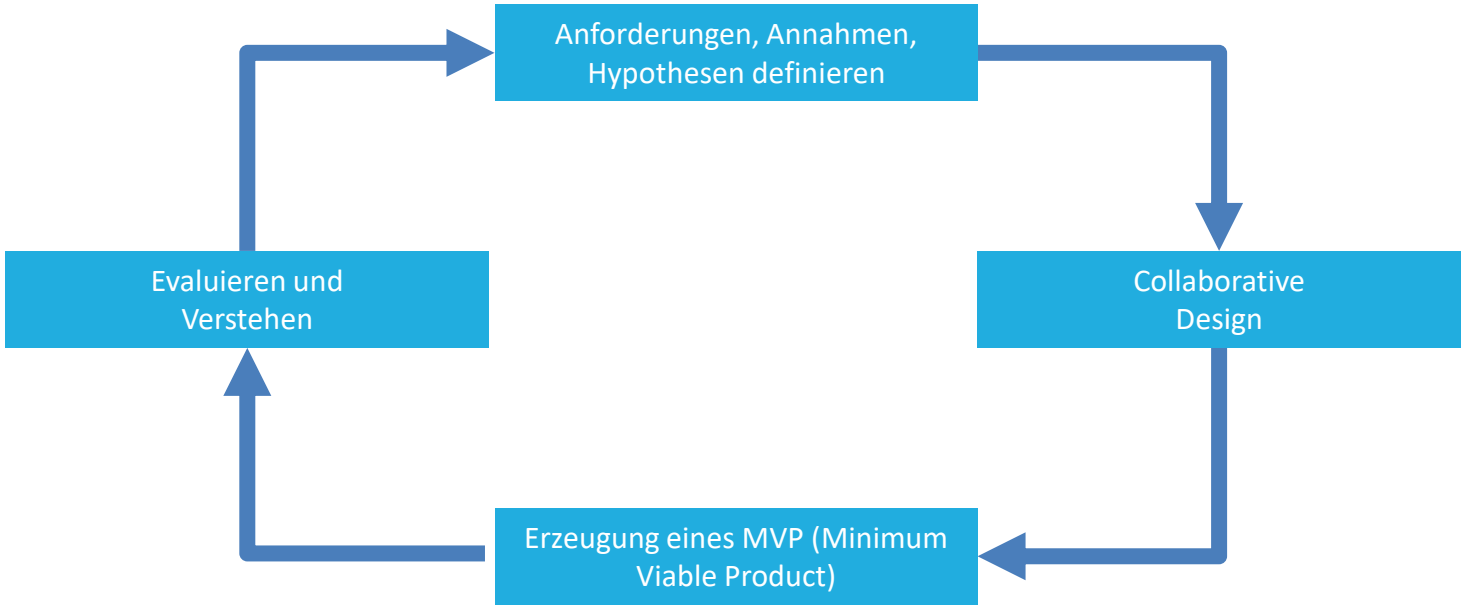
The Design Thinking process, referring to an Anja Wölbling, Kira Krämer, Clemens N. Buss, Katrin Dribbisch, Peter LoBue, and Abraham Taherivand 2012. “Design Thinking: An Innovative Concept for Developing User-Centered Software”, in Software for People, Mädche, Alexander (eds.), Berlin: Springer, pp. 121ff.

Human-Centered Design



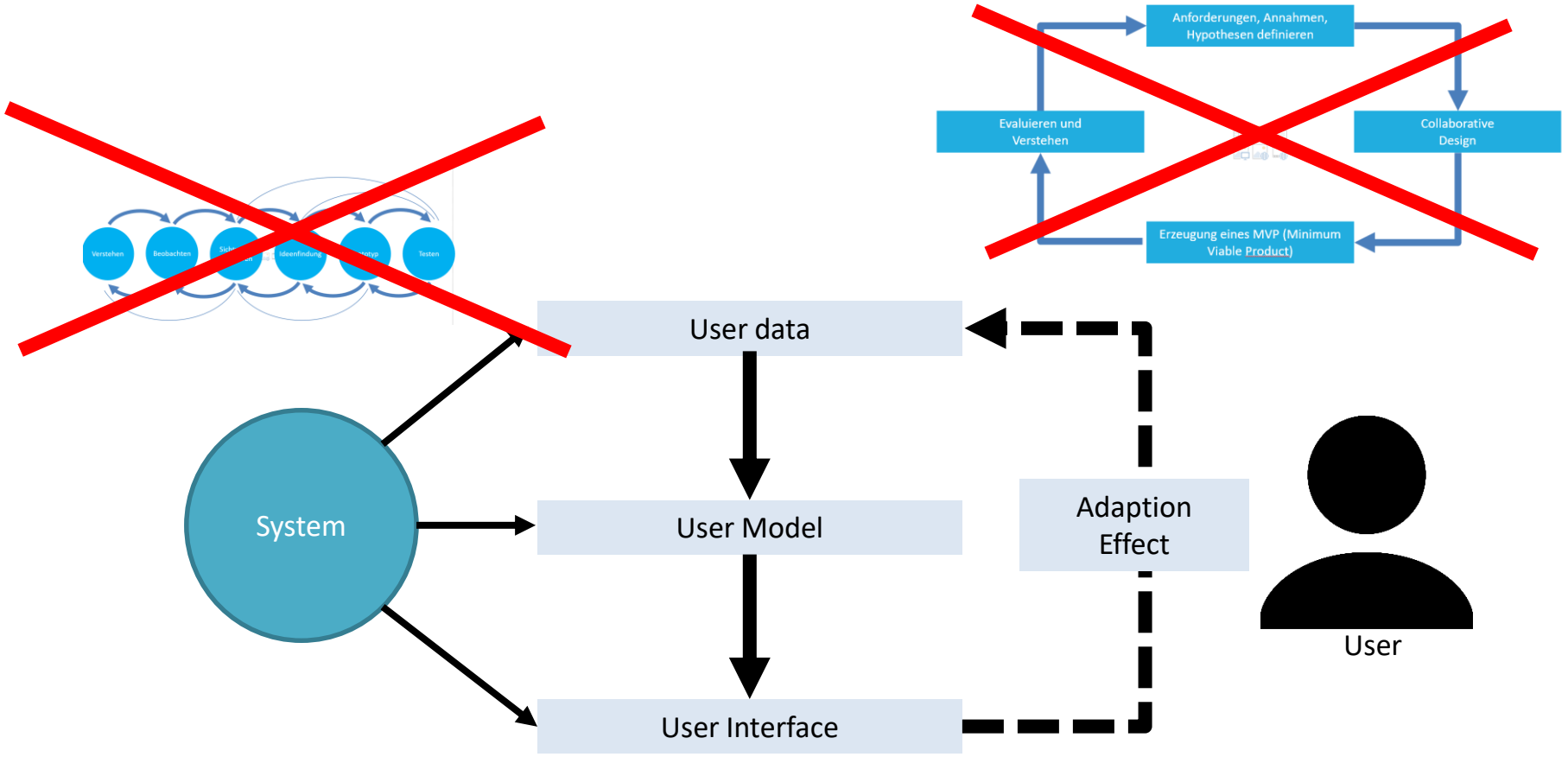
Abras, C., Maloney-Krichmar, D., & Preece, J. (2004). User-centered design. Bainbridge, W. Encyclopedia of Human-Computer Interaction. Thousand Oaks: Sage Publications, 37(4)

Lean UX



Jeff Gothelf. Josh Seiden (2016) Lean UX, 2nd Edition, O'Reilly Media, Incorporated, 2016

The-Human-in-the-Loop



User‘s can adapt to the experience.
Usual design management cycles
do not consider the human in the loop.