

# ***KUPID*** Notifier

HCI Assignment Final Presentation

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# What is the *KUPID* Notifier?

Mobile app which notifies *new assignment* or *notice* when it posted on KUPID!

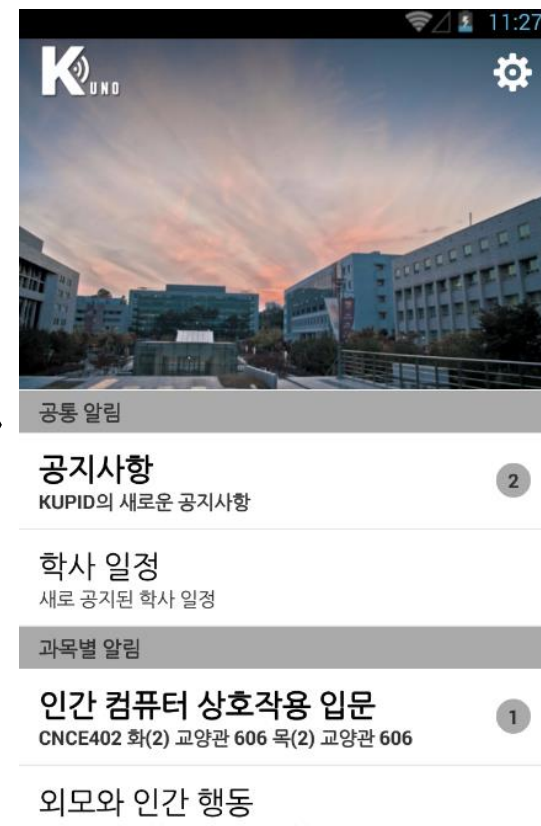
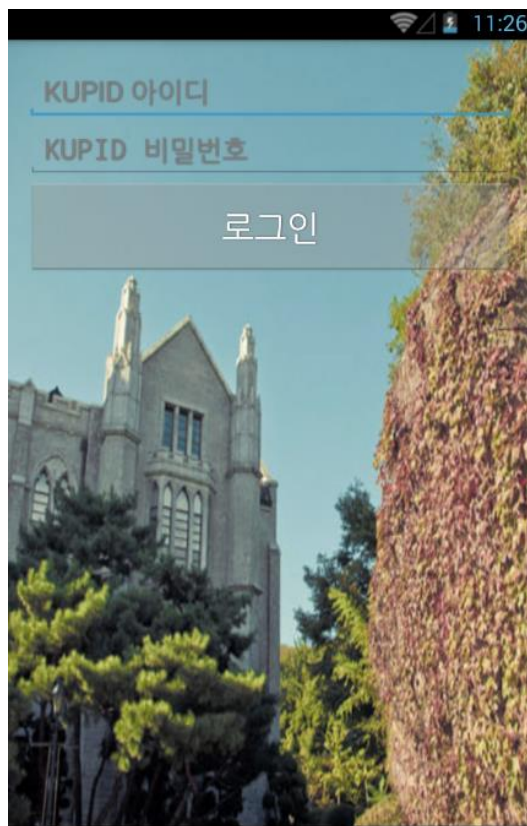


*Your  
Mobile Phone*

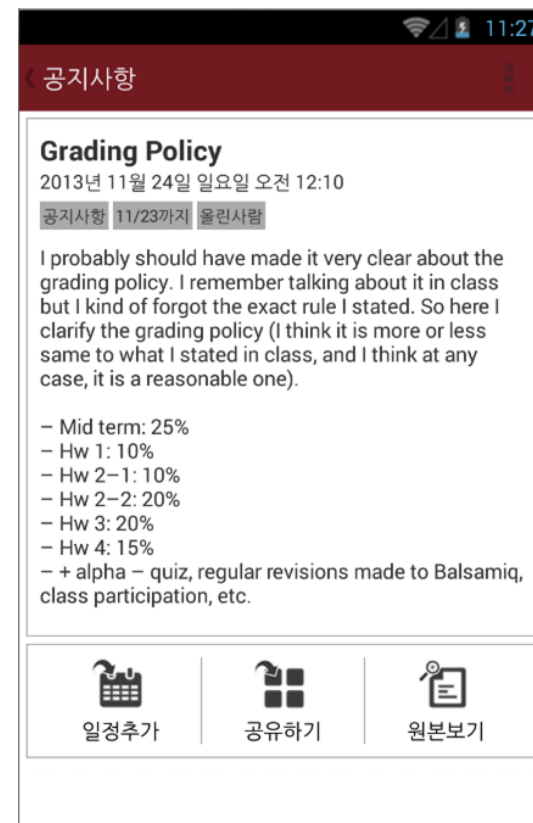
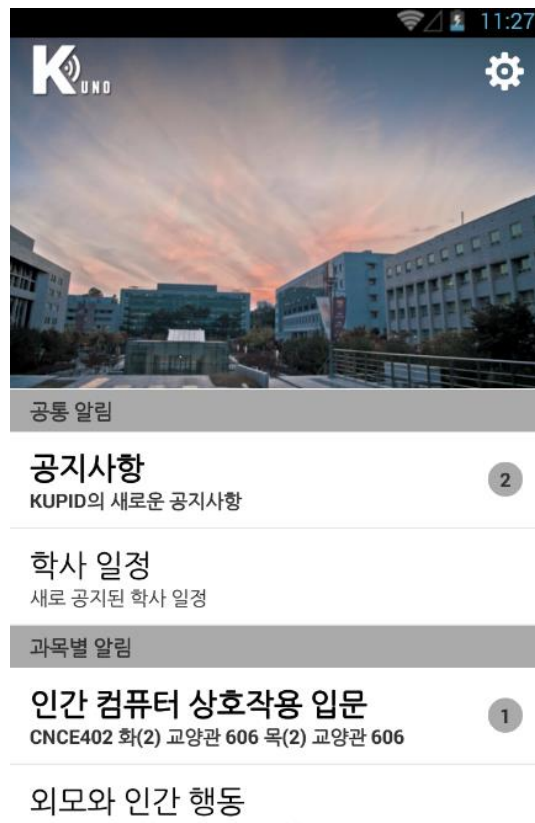


*KUPID*

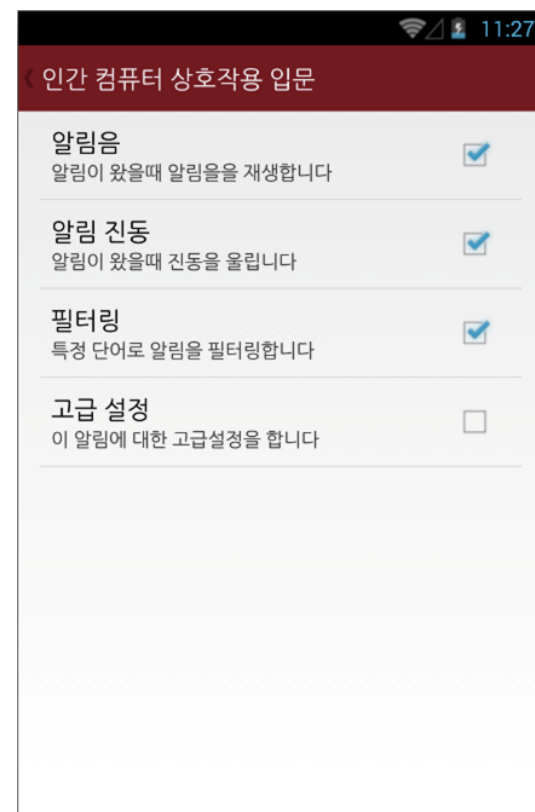
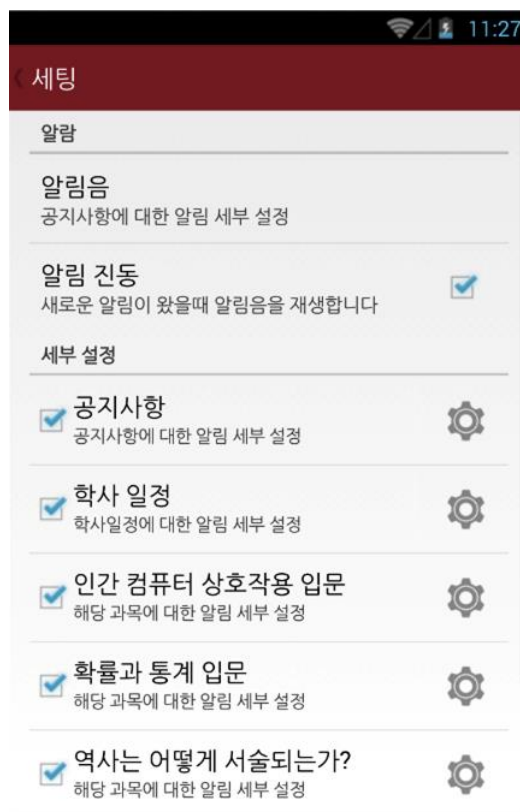
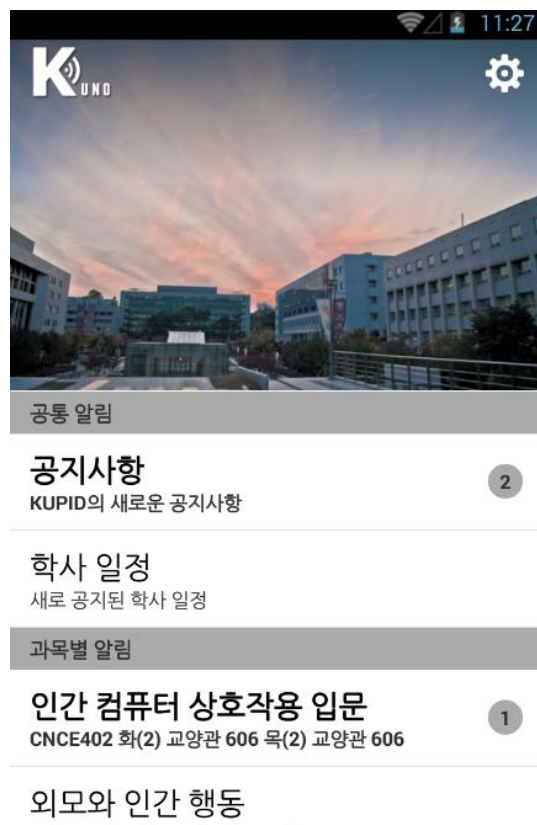
# UI Overview #1

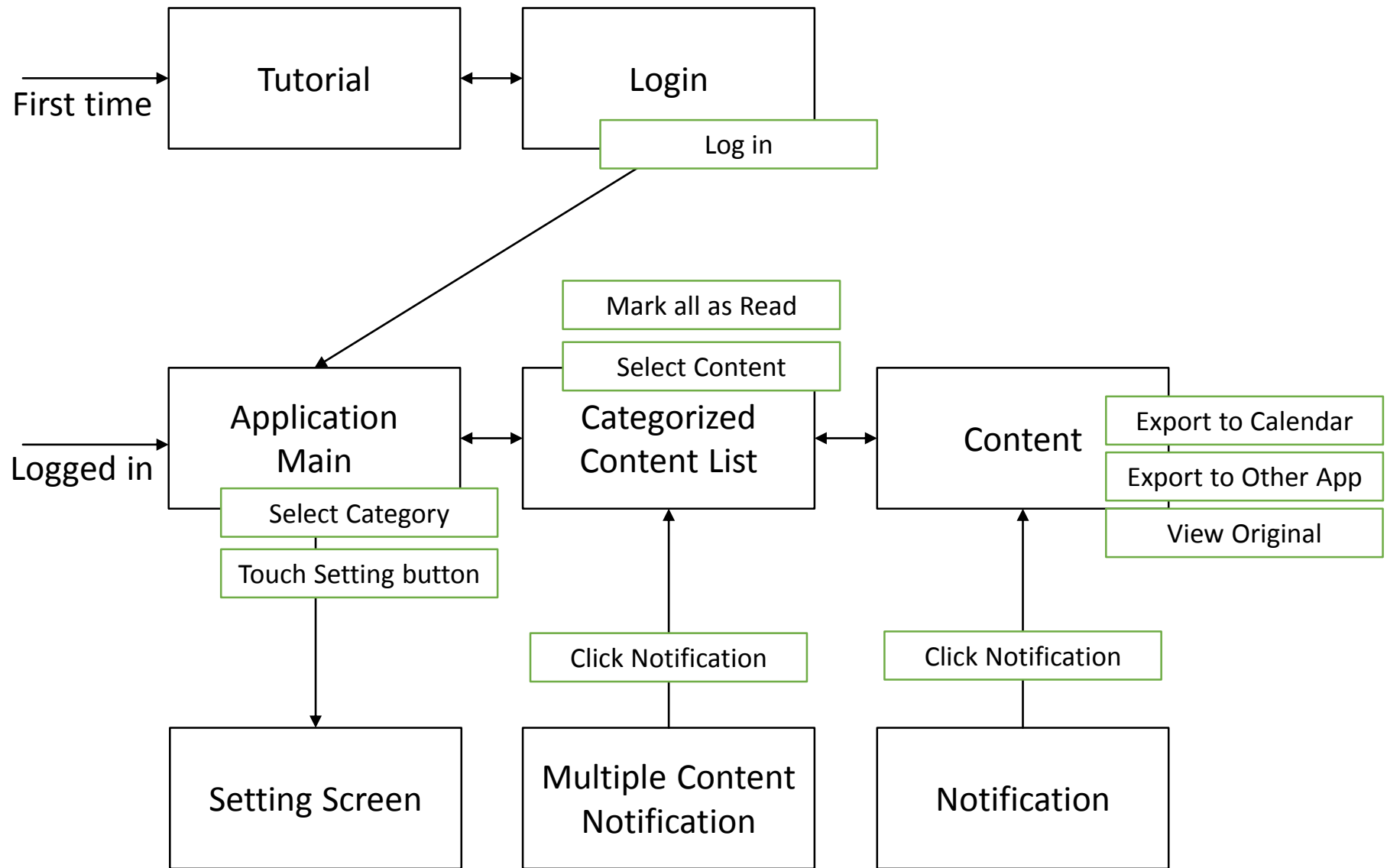


# UI Overview #2



# UI Overview #3

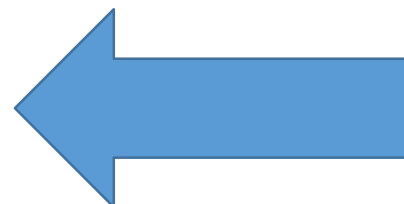




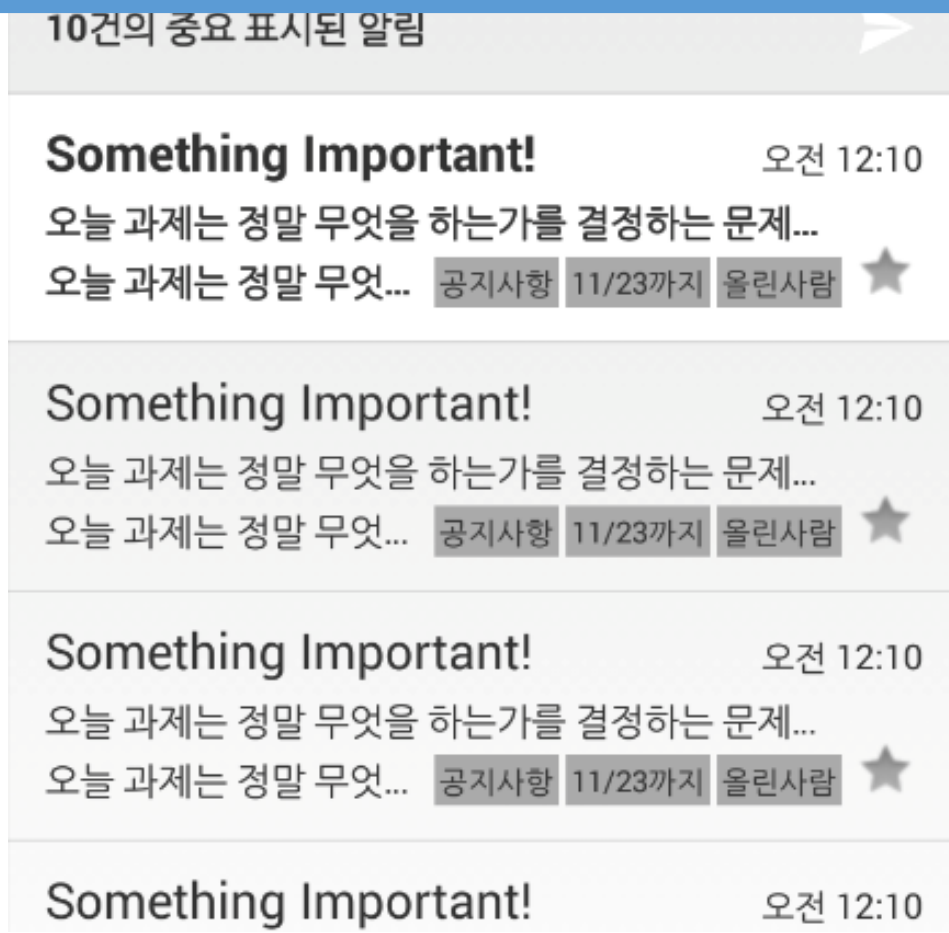
New Notification Arrived

# Our Design Decisions

# We use Action Bar

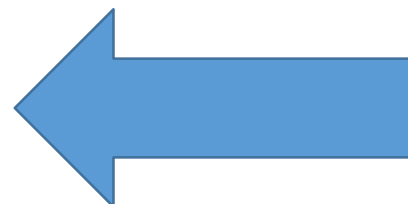
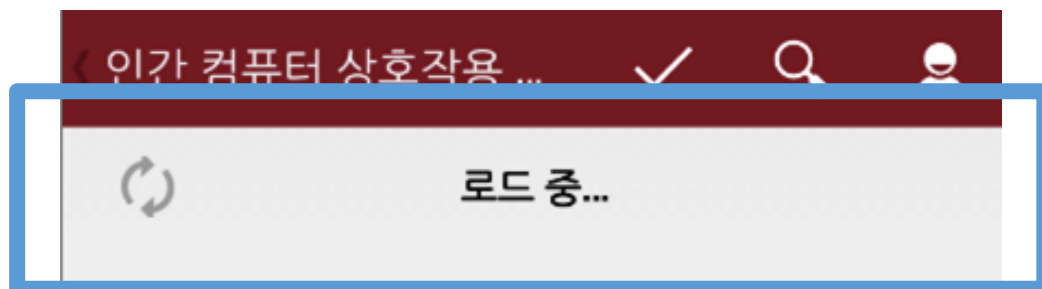


**Android Style!**





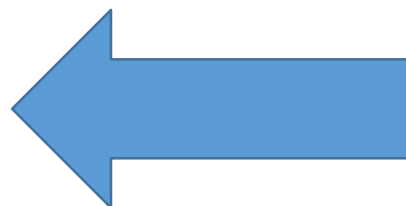
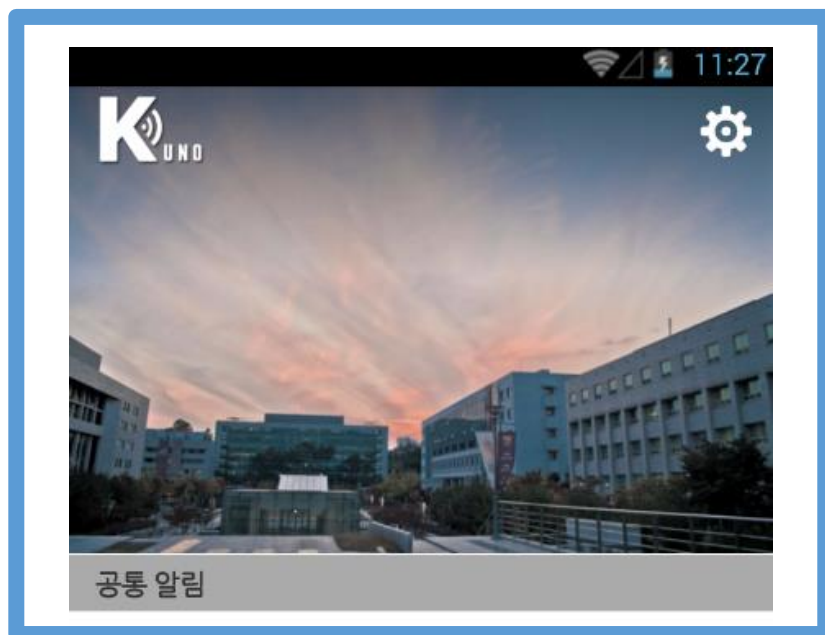
# Pull to Refresh



***Designed For Thumb***



# Header Image on First Screen



**Designed For Thumb**  
**And also Beautiful**



공지사항

KUPID의 새로운 공지사항

2

학사 일정

새로 공지된 학사 일정

과목별 알림

인간 컴퓨터 상호작용 입문

CNCE402 화(2) 교양관 606 목(2) 교양관 606

1

외모와 인간 행동

# User Friendly Layout

## Grading Policy

2013년 11월 24일 일요일 오전 12:10

공지사항 11/23까지 올린사람

I probably should have made it very clear about the grading policy. I remember talking about it in class but I kind of forgot the exact rule I stated. So here I clarify the grading policy (I think it is more or less same to what I stated in class, and I think at any case, it is a reasonable one).

- Mid term: 25%
- Hw 1: 10%
- Hw 2-1: 10%
- Hw 2-2: 20%
- Hw 3: 20%
- Hw 4: 15%
- + alpha – quiz, regular revisions made to Balsamiq, class participation, etc.



일정추가

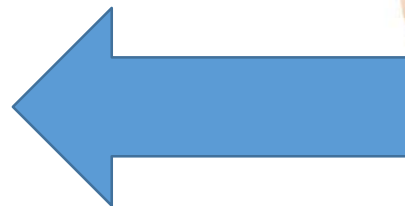


공유하기

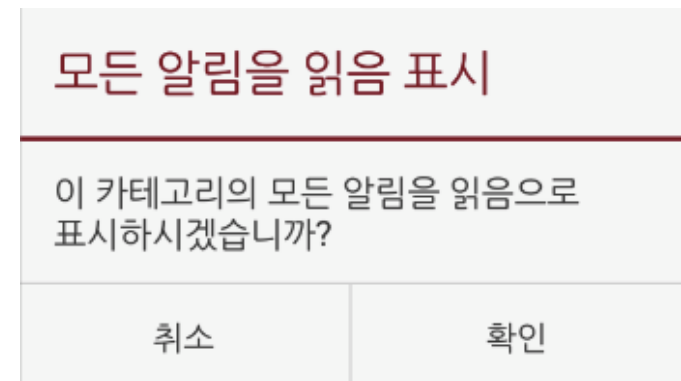
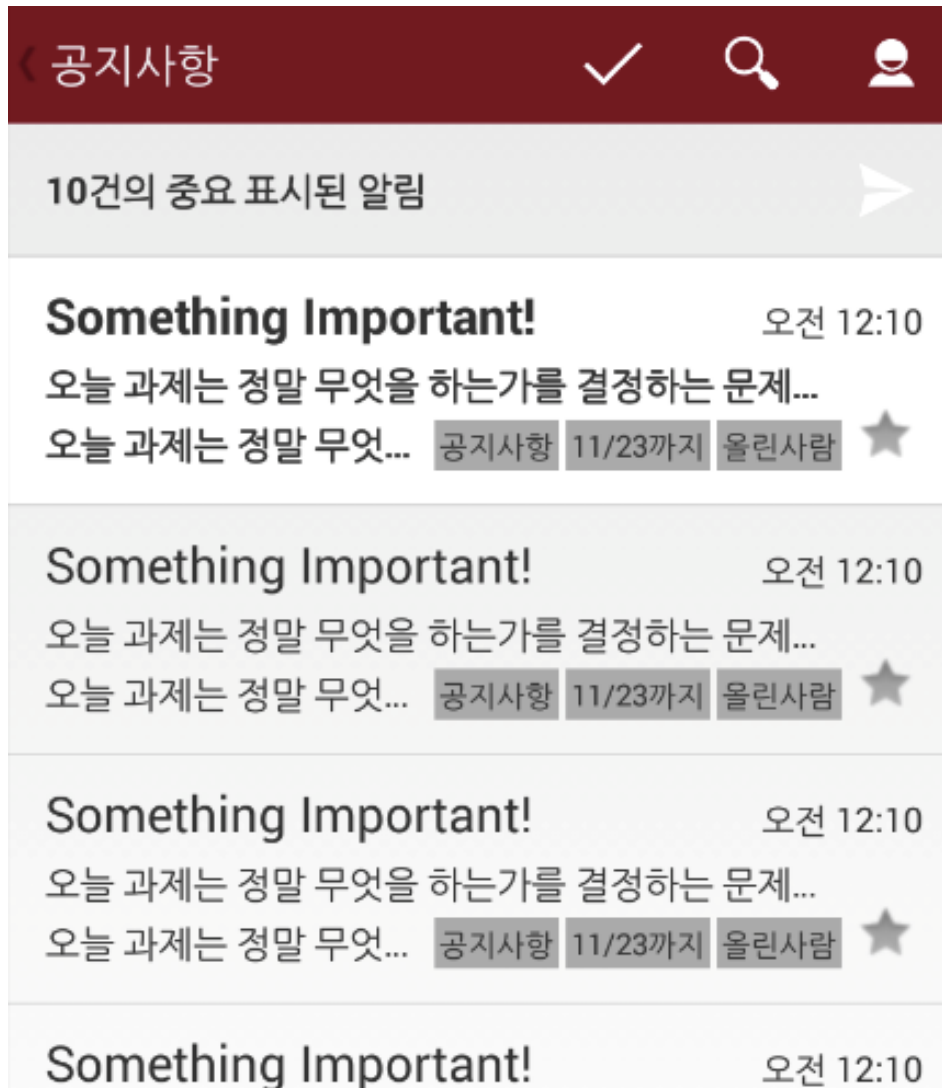


원본보기

***Designed For Thumb***  
***Considering Task Context***

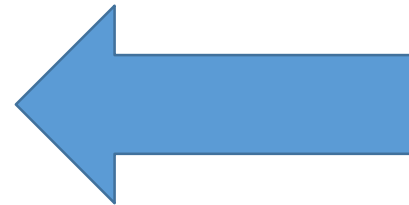
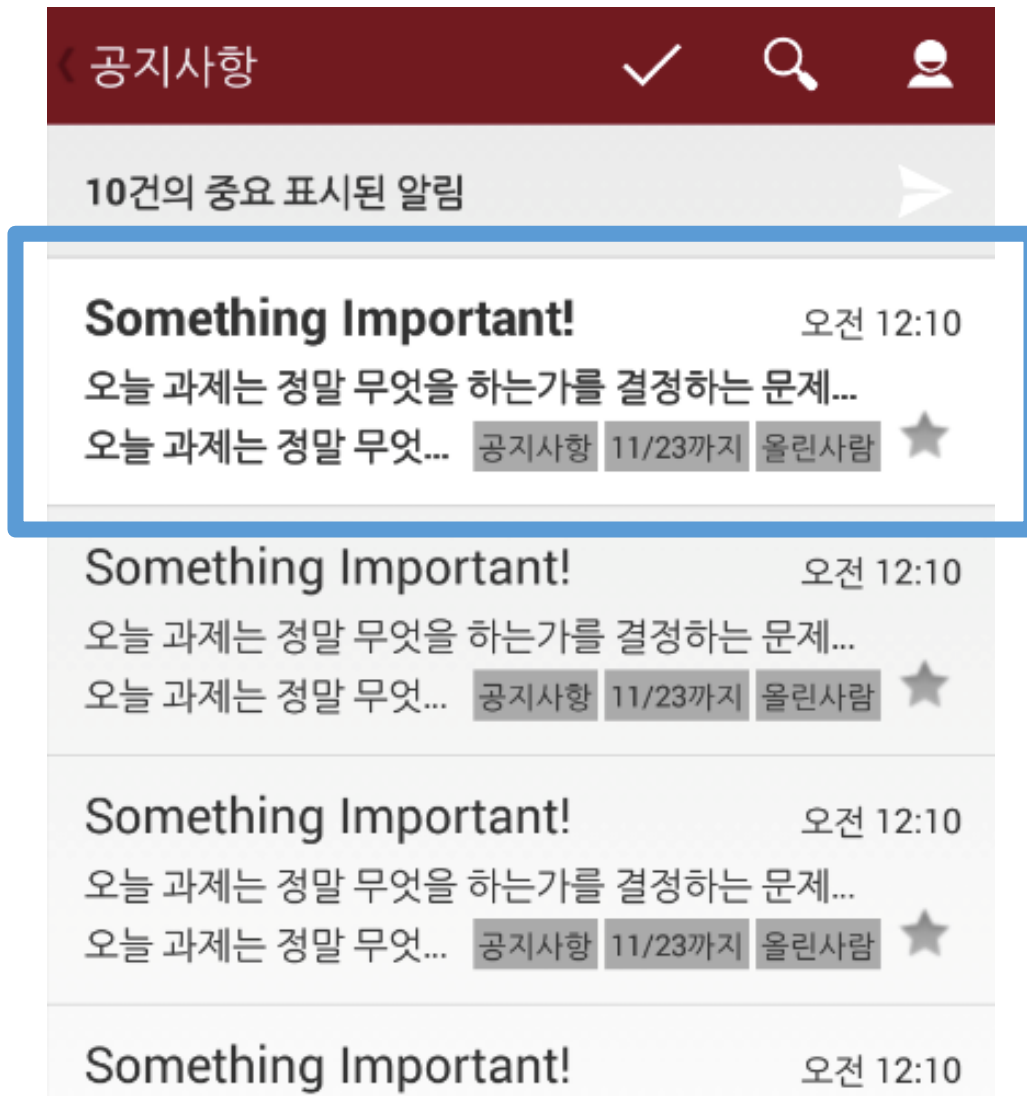


# Use Limited number of Color



***Theming with color overall app***

# Extensible UI Design



**Can cover many  
types of notification**

# Before & After Evaluation

# Evaluation Sheet



본 문서는 HCI(CNCE460\_00)과목 G2조의 'KUNO'에 대한 Evaluation sheet입니다.

6개의 주제에 대하여 주제별 2~3문항으로 이루어져 있으며, 모든 문항의 평가는 '전혀 그렇지 않다(1)'부터 '매우 그렇다(5)'의 척도로 구성됩니다. 각각의 문항에 대하여 척도 평가와 더불어 평가 사유와 의견을 적어주시면 프로젝트 개선에 적극 반영하겠습니다.

## 1. 유용성

(1) 'KUNO'가 KUPID의 활용에 도움이 된다. ( )

1	2	3	4	5
전혀 그렇지 않다.	그렇지 않다	보통이다	그렇다	매우 그렇다

comment :

(2) 'KUNO'를 사용함으로써 원하는 목적을 달성하는데 시간적인 이득이 있다. ( )

1	2	3	4	5
전혀 그렇지 않다.	그렇지 않다	보통이다	그렇다	매우 그렇다

comment :

(3) 'KUNO'가 KUPID의 notifier로써 필요한 기능을 갖추었다. ( )

# Evaluation Result

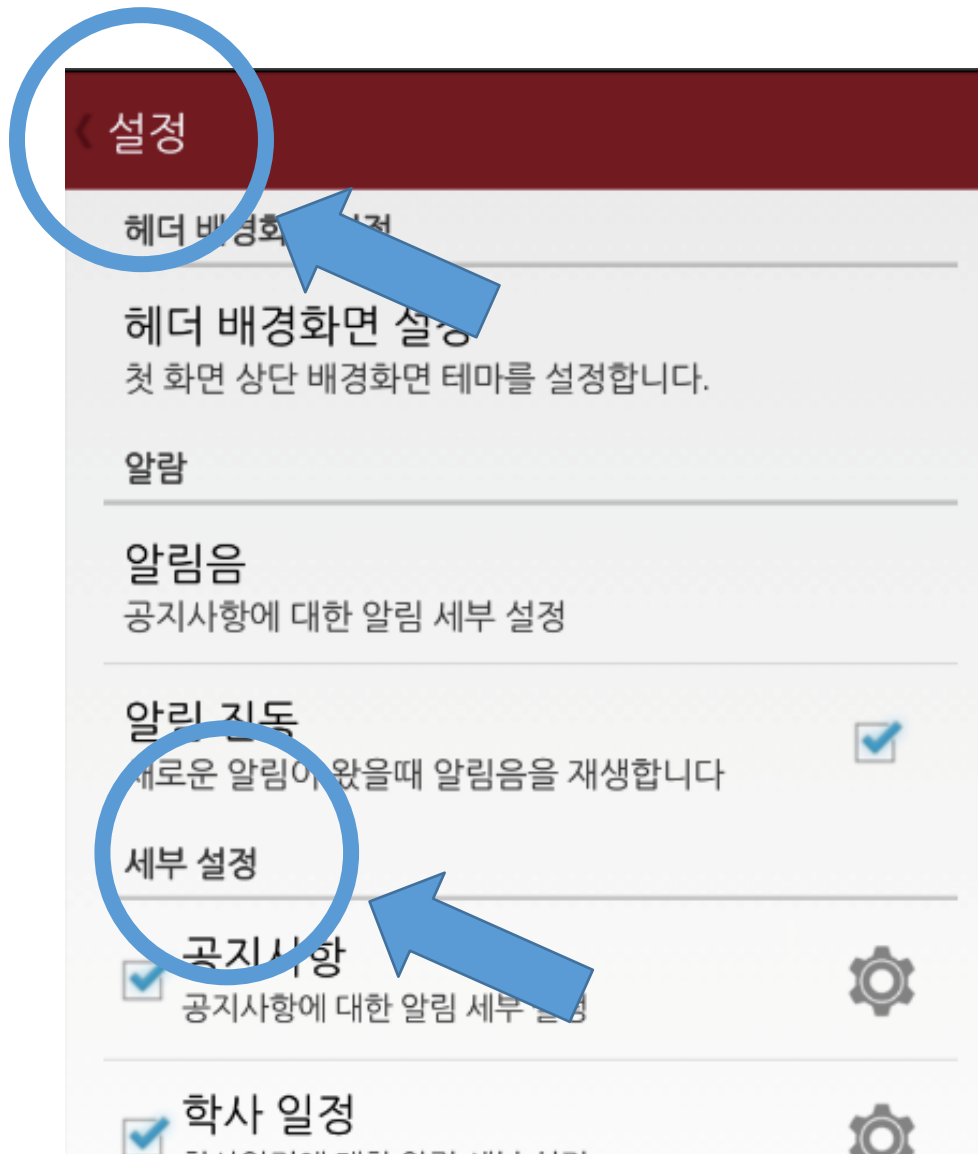


**We get good score for  
various view of user  
interfaces and experience**

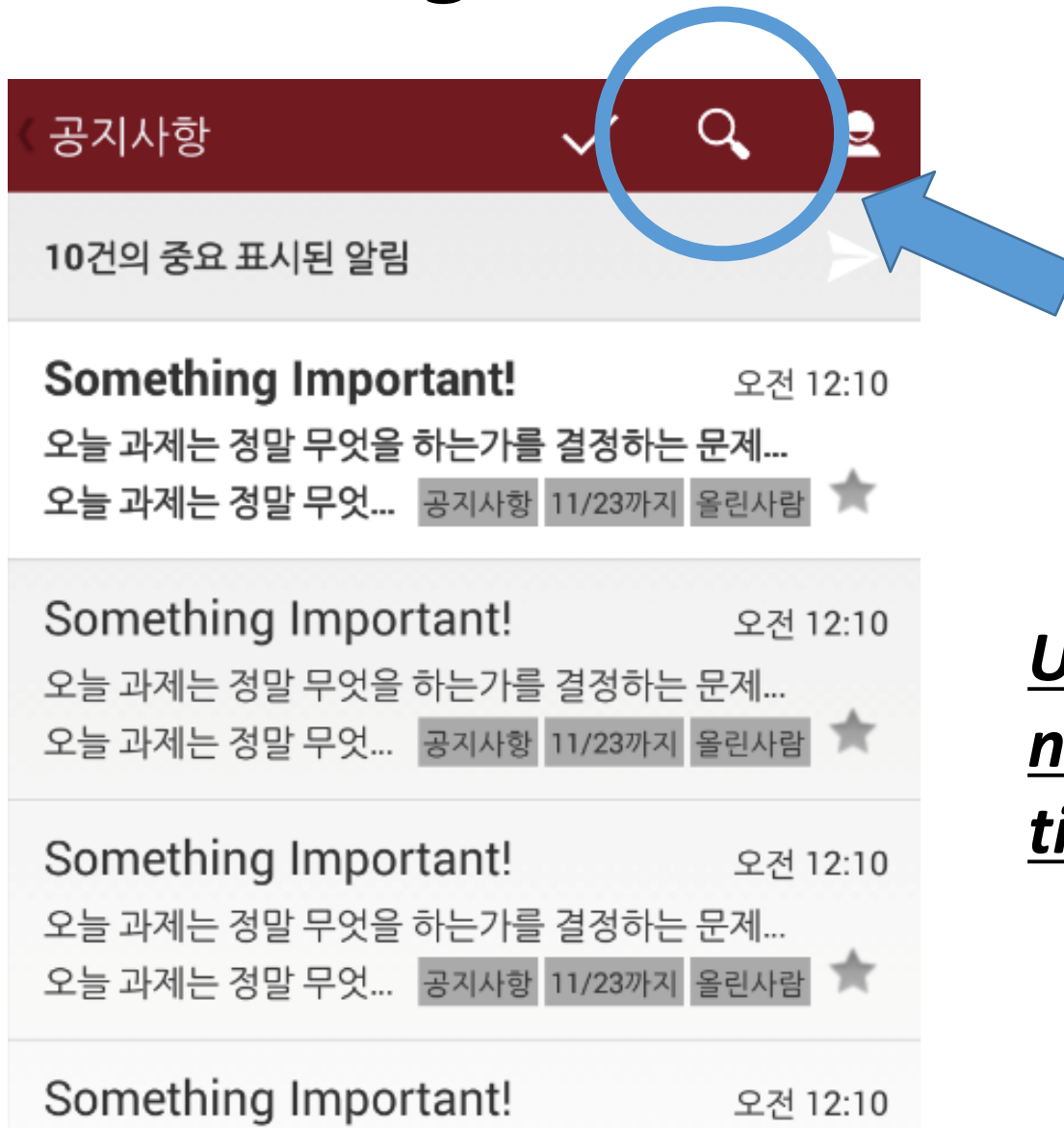




# Inconsistency of Message Fixed

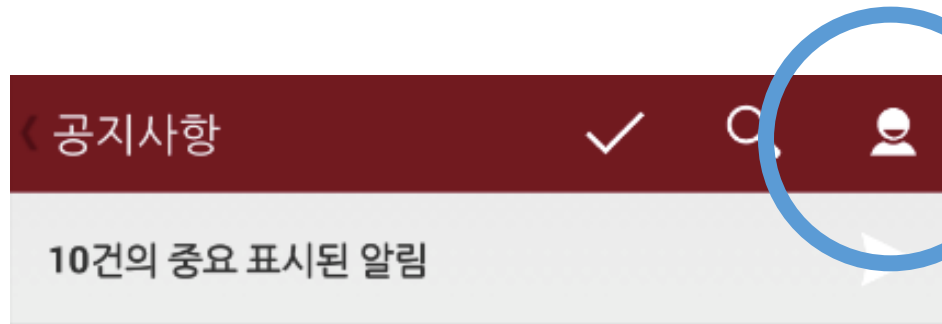


# Searching Notification Added



**User can search  
notifications with  
title and content**

# Lecture Information Added



**Something Important!**

오전 12:10

오늘 과제는 정말 무엇을 하는가를 결정하는 문제...

오늘 과제는 정말 무엇... 공지사항 11/23까지 올린사람 ★

**Something Important!**

오전 12:10

오늘 과제는 정말 무엇을 하는가를 결정하는 문제...

오늘 과제는 정말 무엇... 공지사항 11/23까지 올린사람 ★

**Something Important!**

오전 12:10

오늘 과제는 정말 무엇을 하는가를 결정하는 문제...

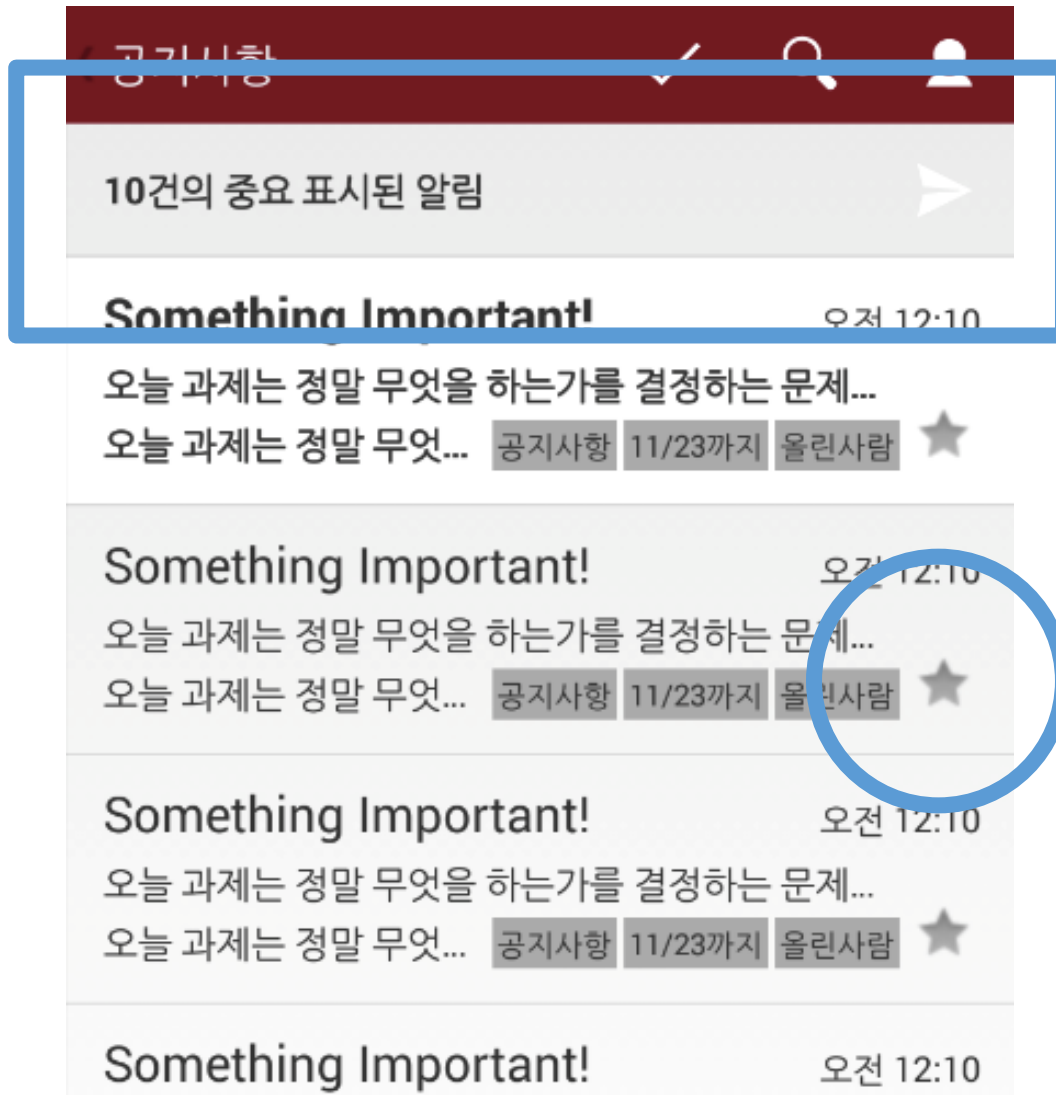
오늘 과제는 정말 무엇... 공지사항 11/23까지 올린사람 ★

**Something Important!**

오전 12:10

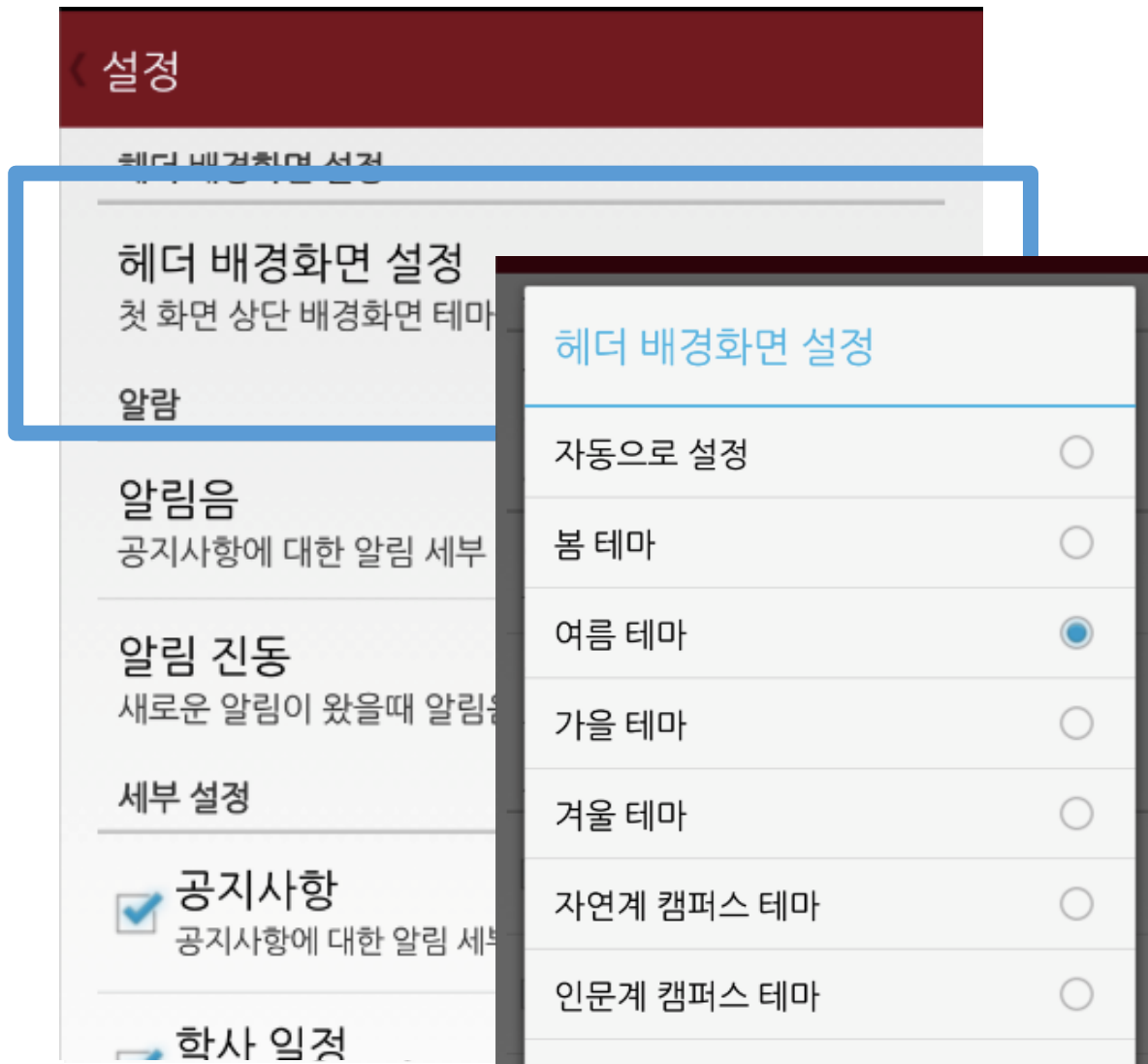
**User can view  
detailed  
information of the  
Lecture**

# Starring Notification Added



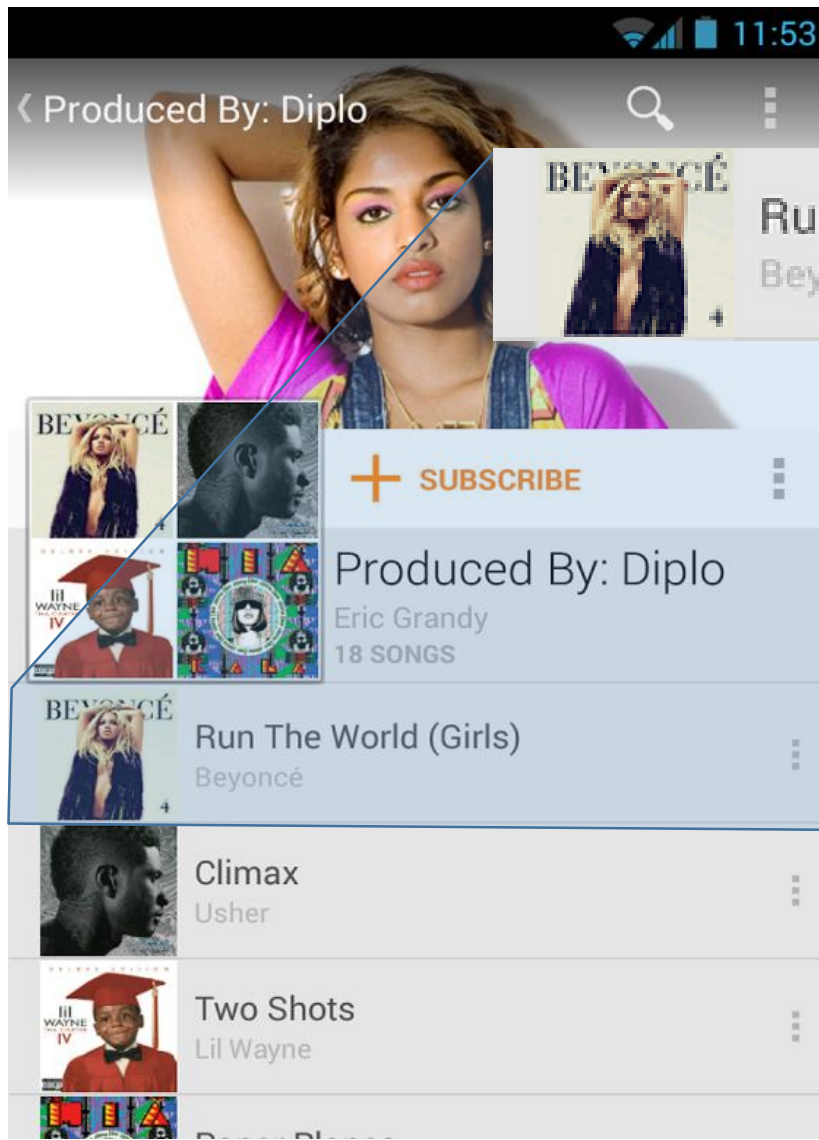
**User can star  
notification not to  
forget it**

# Changing Header Image Added



*User can change  
Header image*

# Long press on Item is rejected



**Long press is now anti  
pattern of Android  
: Google recommend  
not to use long press.**

# Demo

w/ GENYMOTION<sup>oo</sup>

# Special Things

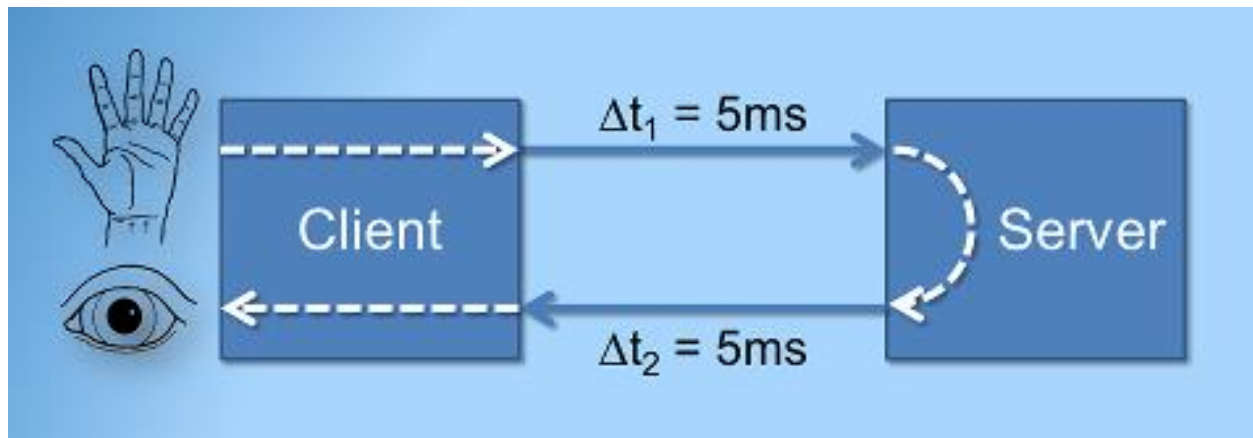


# Never blocks UI-Thread

```
public void onClick(View v) {  
    ListenableFuture future = mController.startLogin(id, password);  
    future.onComplete(new CompleteCallback () {  
        public void onSuccess(KCredentialModel result) {  
            setResult(Activity.RESULT_OK);  
            finish();  
        }  
    });  
}
```

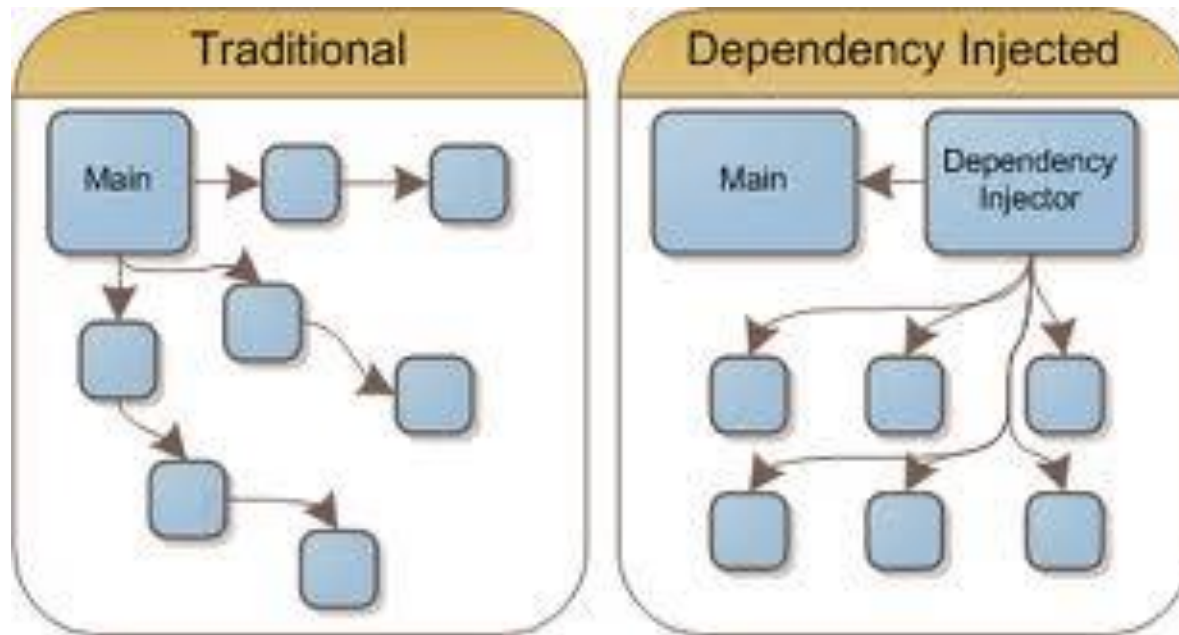


# Simulates real environment



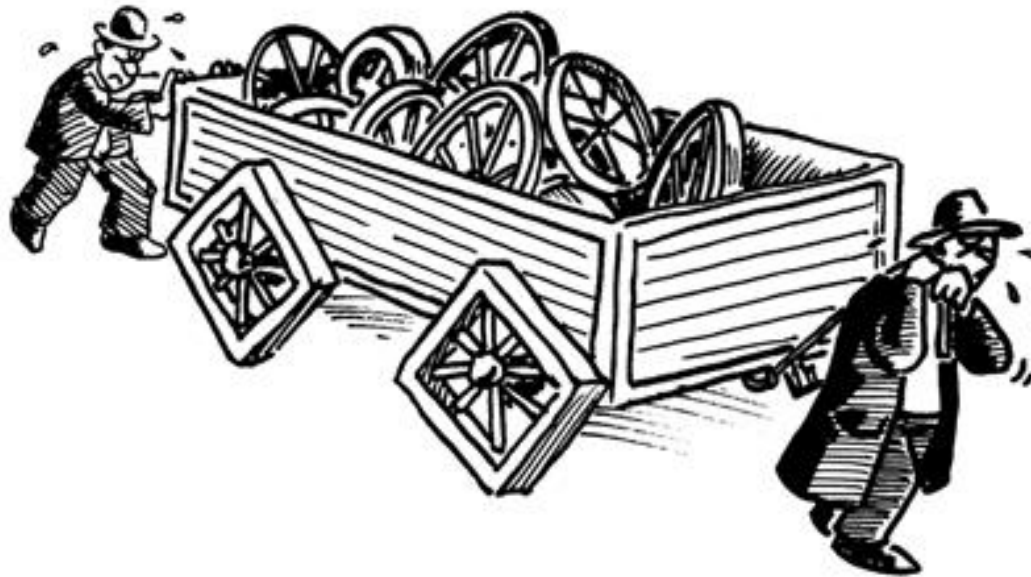
*We simulates network delays  
and database delays for better  
experience measurement*

# Dependency Injection



**We create mock controller, so only thing to do to implement real application is implement real controller and it will work.**

# We didn't reinvent the wheel



*We use if there are ready to use  
library and pay more attention  
on HCI issues.*

# Lesson Learned



# Thank You