





GOALS

- 0) Breakfast
- 1) grounded in user stories
- 2) consistent UX
- 3) clean UX
- 4) push & pull
- 5) short-term vs long-term
- 6) context-aware
- 7) social sharing, collaboration, feedback loop

DELIVERABLES

- 1. compelling story
- 2. HTML5 design (iPad preferred)
- 3. user stories



Geeks, Geeks, Geeks





**Do
epic
shit**











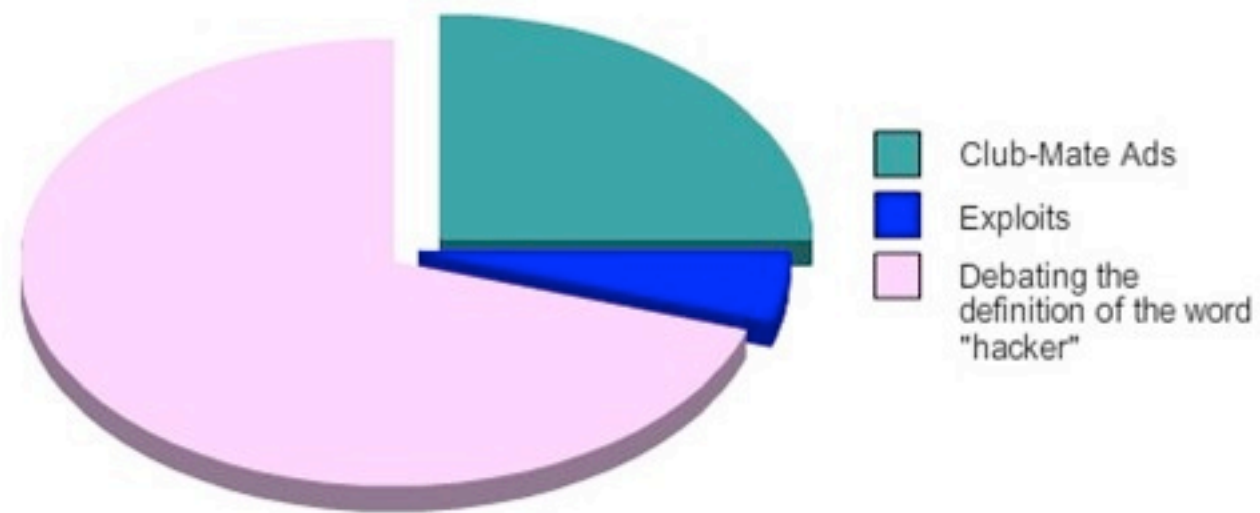
TALK TOME

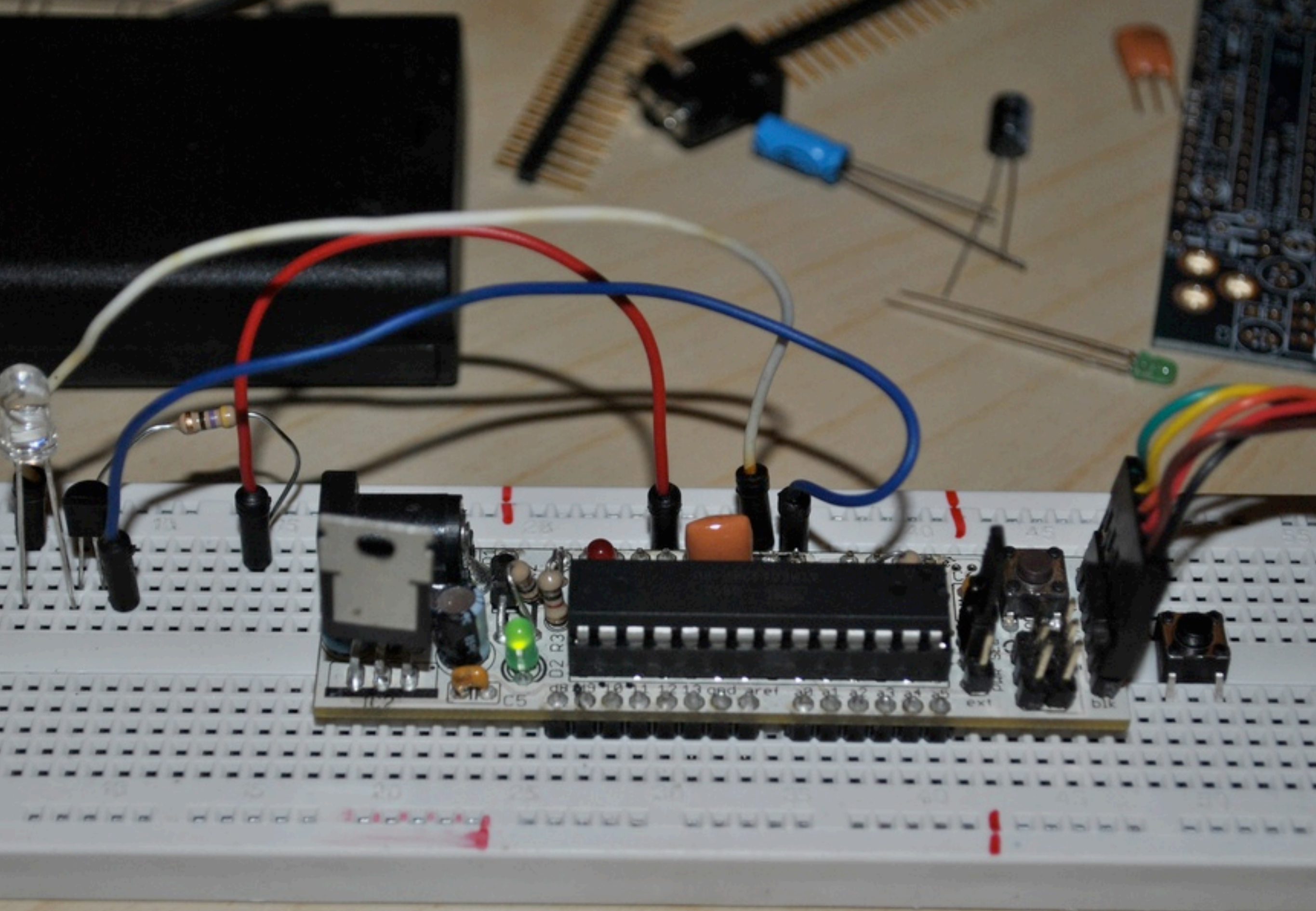
Design and the Communication between People and Objects

MoMA.org/talktome



2600 Contents









OMG JAVASCRIPT!!

Building cool things in JS
+ discussing the future of web
apps.

Topics of interest:

- Sound
- Is flash obsolete?
- Browser performance

Ben Firshman

☐ Beginner
☒ Intermediate
☐ Advanced

☒ Technical
☐ Non-tech
☐ Social media
☐ Other

Interested!

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319 SCHOLES

