Master thesis outline

Abstract

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2.3 The SMART experiment

3. Relevant theory and technology

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3.3 Message patterns

#How to save battery by reducing network traffic? pub/sub vs request/response? Other?

3.4 Interaction design

(Some history and why it is important. How to achieve a good user-experience. Resources: http://heim.ifi.uio.no/~inf5270/cache/dieberger_2000.pdf), Usability and heuristics - Jakob Nielsen. Design guidelines - material design.

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