

Training Session of Smartphone application

Introduction

In this session, I will let you try the other version that we have created for the MemStone which is a smartphone application. This smartphone application also has the same functionalities of the MemStone device. But instead of gestures it has a user interface for controlling data capture and sharing data. I will let you try smart-phone application now. Use it and try to get familiarize with it and you can take as much time as you want. After this training session, we will do the usability test for the smartphone application.

About smartphone application and its functions

In the smartphone application, there will be a set of buttons (as shown in the Figure.1) to do the following action:

- (i) Start Recording & Stop Recording
 - This function will allow you to control what you capture. For example, this function can be used in the situation when the user doesn't want to record nor share in a meeting or this function can be used to initiate recording.
- (ii) Start Sharing & Stop Sharing

This function will allow you to control your sharing preference. For example, you can share with you other co-located people in a meeting by using the Start Sharing function or you can capture the data for yourself when you are using your laptop in a meeting.

(iii) Lock Session & Unlock Session

This function is for locking your session for the current set of colocated people and prevents any further peers from joining and subsequently you can unlock the session.

(iv) Delete last 30 seconds

This function will delete what you have captured for the last 30

seconds and it delete's the shared image from other co-located people.

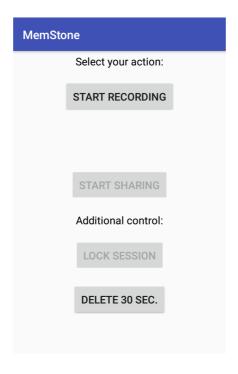


Fig.1 Smartphone user interface

The smartphone application also shows some information about the elapsed time since sharing and the number of peers you are sharing with or informs if its recording for yourself. (as shown in Fig.2 & Fig.3)

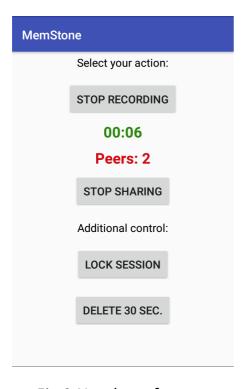


Fig.2 Number of peers

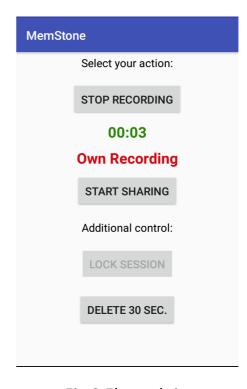


Fig.3 Elapsed time