

APP-UDVIKLING

1. LEKTION

Sune Sylvest Nilausen

January 26, 2016

INDHOLDSFORTEGNELSE

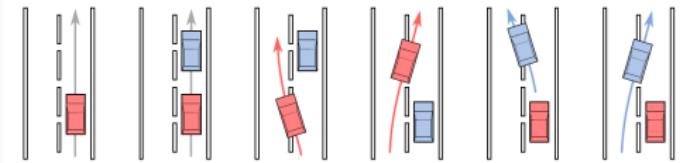
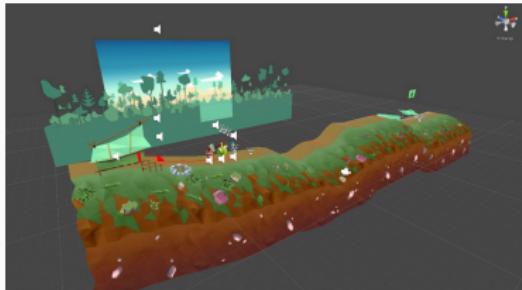
1. Præsentation af mig selv
2. Introduktion til faget
3. App-udvikling Redskaber
4. Arbejdsmetoder
5. Design
6. Sketching & Prototyping

PRÆSENTATION AF MIG SELV

HVEM ER JEG

- Navn: Sune Sylvest Nilausen.
- Gik på HTX (teknisk gymnasium)
- Kandidat Studerende på Datalogi i Aalborg (9. semester)
- Frivillig hos Coding Pirates

TING JEG HAR LAVET



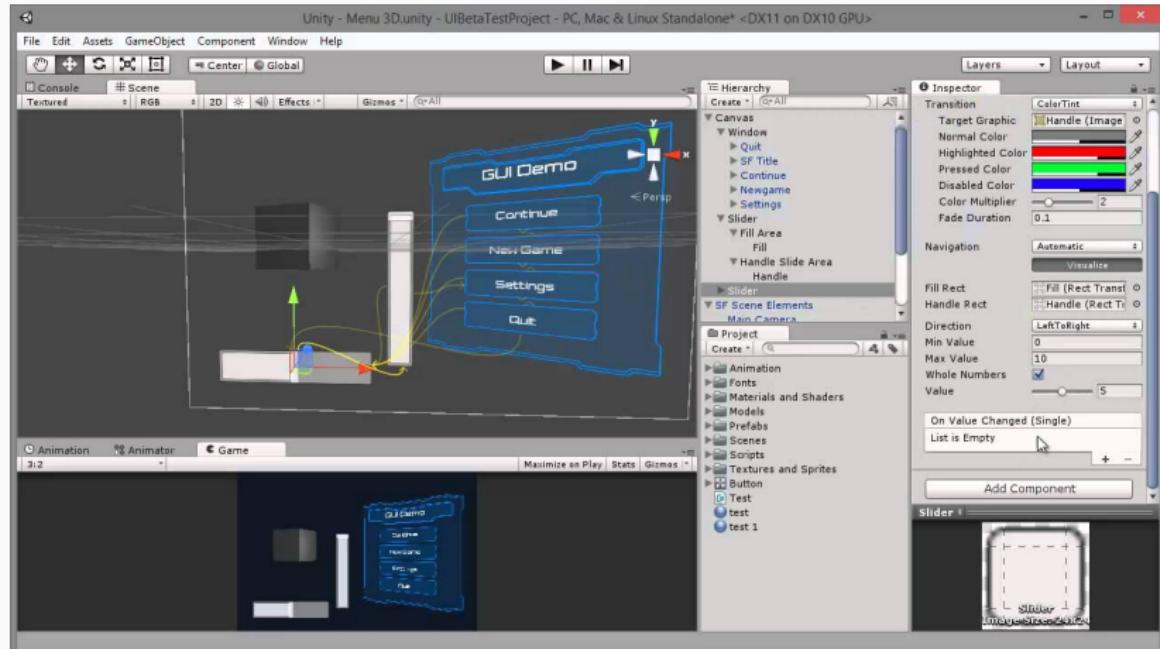
INTRODUKTION TIL FAGET

HVAD DET GÅR UD PÅ

- At arbejde problembaseret
- Øge læringsudbytte vha. integration af almene fag (Matematik, Engelsk, Fysik)
- Arbejde kreativt og innovativt i en designproces.
- Opleve hvilke kompetencer softwareudvikling kræver.
- Tilegne sig færdigheder indenfor programmering og brugergrænsefladedesign.

APP-UDVIKLING REDSKABER

UNITY 3D



ANDROID STUDIO

The screenshot shows the Android Studio interface with the project 'streamoplayer' open. The left sidebar displays the project structure, including the 'res' folder containing layout files like 'activity_main.xml', 'activity_stream.xml', and 'activity_user_settings.xml'. The main area shows the XML code for 'activity_main.xml' and the preview of the mobile application interface.

```
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:paddingBottom="@dimen/activity_vertical_margin"
    android:paddingLeft="@dimen/activity_horizontal_margin"
    android:paddingRight="@dimen/activity_horizontal_margin"
    android:paddingTop="@dimen/activity_vertical_margin" >

    <TextLayout
        android:id="@+id/textUserSettings"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        tools:context=".MainActivity" />

    <LinearLayout
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:layout_alignParentBottom="true"
        android:gravity="center"
        android:orientation="horizontal" >

        <Button
            android:id="@+id/submitButton"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_weight="0.5"
            android:text="Register" />

        <Button
            android:id="@+id/streamButton"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:layout_weight="0.5"
            android:text="Stream" />

    </LinearLayout>
</RelativeLayout>
```

The preview window shows a smartphone screen with the title 'Streamoplayer'. It features two buttons at the bottom: 'Register' and 'Stream'. A rendering problem message is visible at the bottom of the preview window.

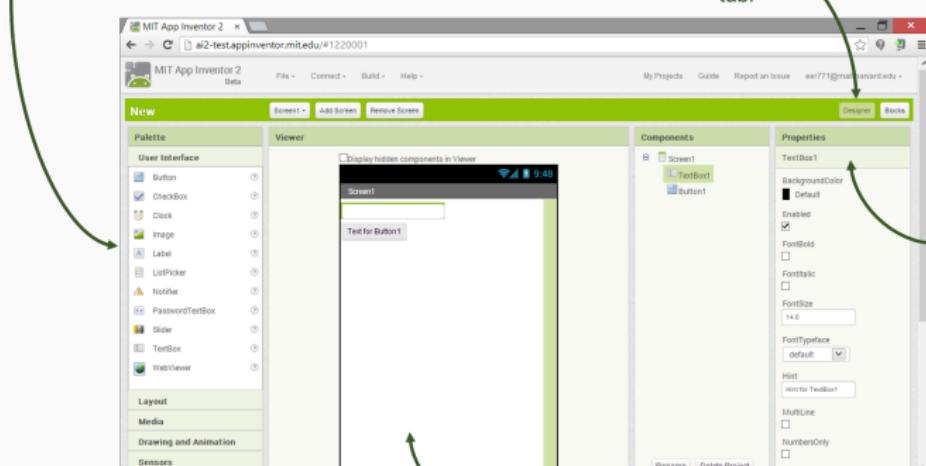
Bottom status bar: 843 LF: UTF-8 233M of 711M

X CODE



MIT APP INVENTOR

Palette: Find your components and drag them to the Viewer to add them to your app.

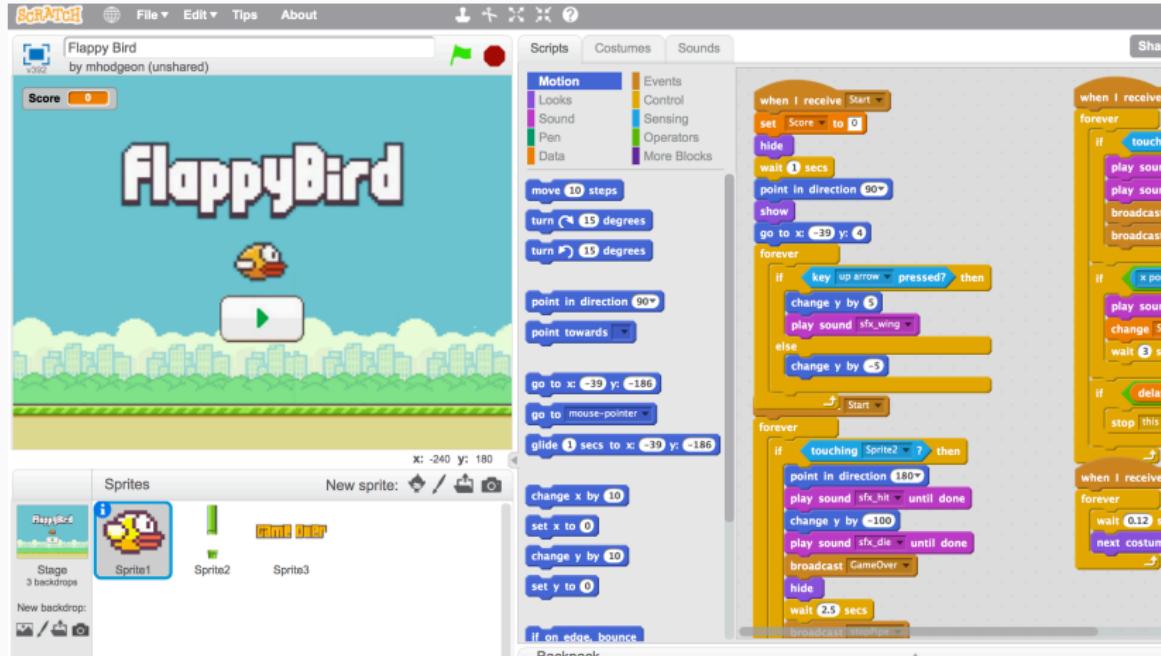


Designer Button:
Click from any tab to go to the Designer tab.

Properties: Select a Component in the Components List to change its properties (color, size, behavior) here.

Viewer: Drag components from the Palette to the Viewer to see what your app will look like.

SCRATCH



HTML5



ØVELSE:

1. DISKUTER HVORFOR HEARTHSTONE BLEV LAVET I UNITY3D.
2. GÆT/DISKUTER HVAD UBER (BIL TAXA APP) BLEV LAVET I.

ARBEJDSMETODER

VANDFALD

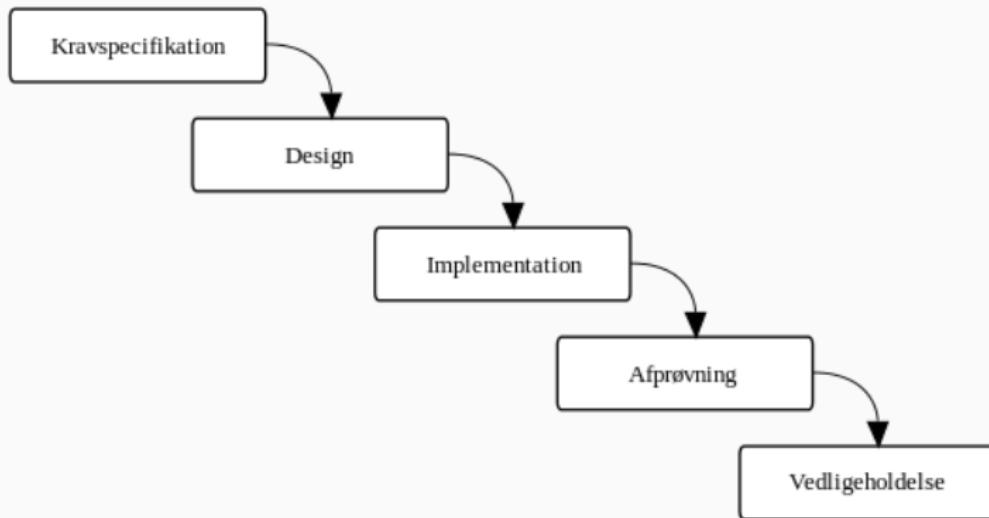


Figure 1: Vandfaldsmodellen.

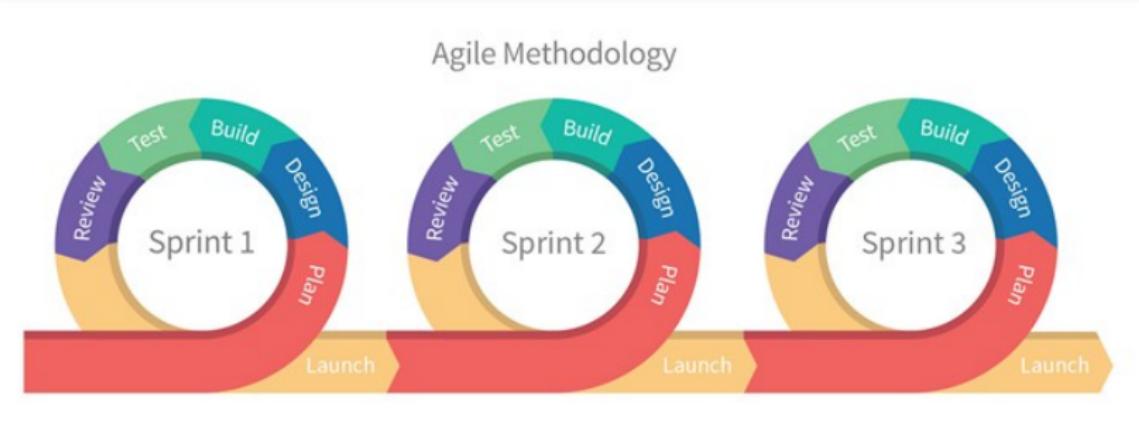


Figure 2: Agil arbejdsprocess i flere iterationer.

ØVELSE:

DISKUTER HVILKEN METODE DER BLIVER MEST
BRUGT OG HVORFOR:

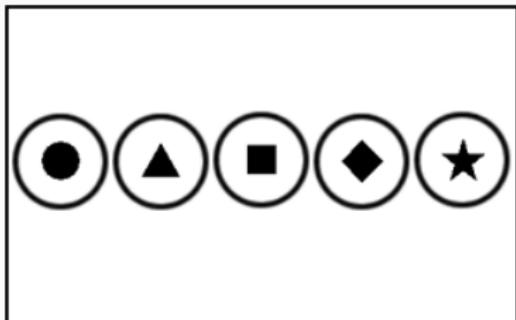
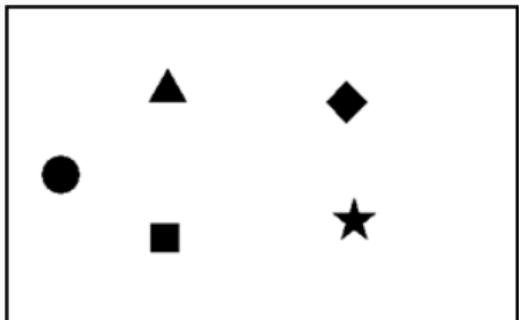
1. PÅ SKOLER (PROJEKTSKRIVNING)
2. I ERHVERVSLIVET
3. PÅ UNIVERSITETET
4. I DET OFFENTLIGE

DESIGN

MENNESKER AKTIVITETER KONTEKST



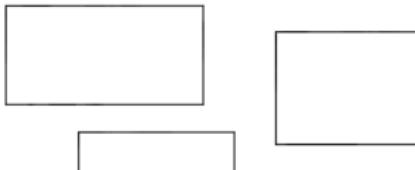
DESIGN PRINCIPPER: NÆRHED OG MØNSTRE



DESIGN PRINCIPPER: OPSTILLING OG KONTRAST

Table 1: Arma virumque cano

Musa, mihi causas memora, quo numine laeso,
quidve dolens, regina deum tot volvere casus
insignem pietate virum, tot adire labores impulerit.
Tantaene animis caelestibus irae?



Interactive Multimedia Newsletter

A Newsletter for the Media Professional

Article 1 Headline

Musa, mihi causas
memora, quo numine
laeso, quidve dolens,
regina deum tot volvere
casus insignem pietate
virum, tot adire labores
impulerit. Tantaene animis
caelestibus irae?

Article 2 Headline

Musa, mihi causas
memora, quo numine
laeso, quidve dolens,
regina deum tot volvere
casus insignem pietate
virum, tot adire labores
impulerit. Tantaene animis
caelestibus irae?

Article 3 Headline

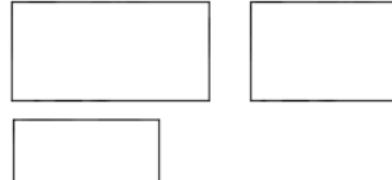
Musa, mihi causas
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laeso, quidve dolens,
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Musa, mihi causas memora, quo numine laeso,
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Article 2 Headline

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caelestibus irae?

Article 3 Headline

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Musa, mihi causas
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laeso, quidve dolens,
regina deum tot volvere
casus insignem pietate
virum, tot adire labores
impulerit. Tantaene animis
caelestibus irae?

DESIGN PRINCIPPER: STØRRELSE OG ADSKILLELSE



tekst tekst



tekst tekst



tekst tekst



tekst tekst

tekst tekst



tekst

tekst tekst



tekst tekst

tekst tekst

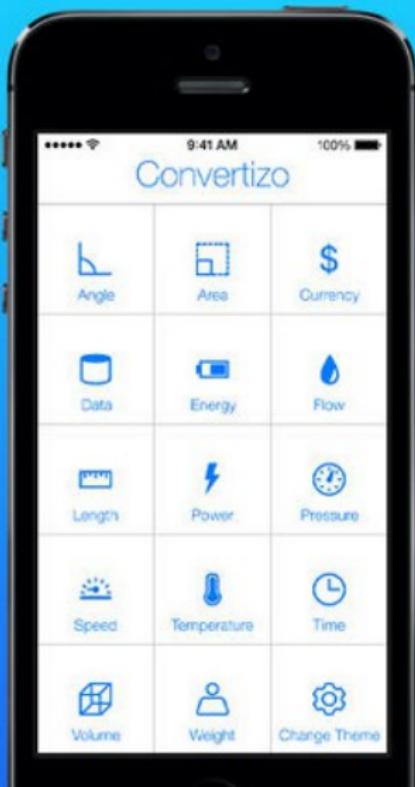


FIND PRINCIPPERNE!



FIND PRINCIPPERNE!

Convert in style



Live currency updates

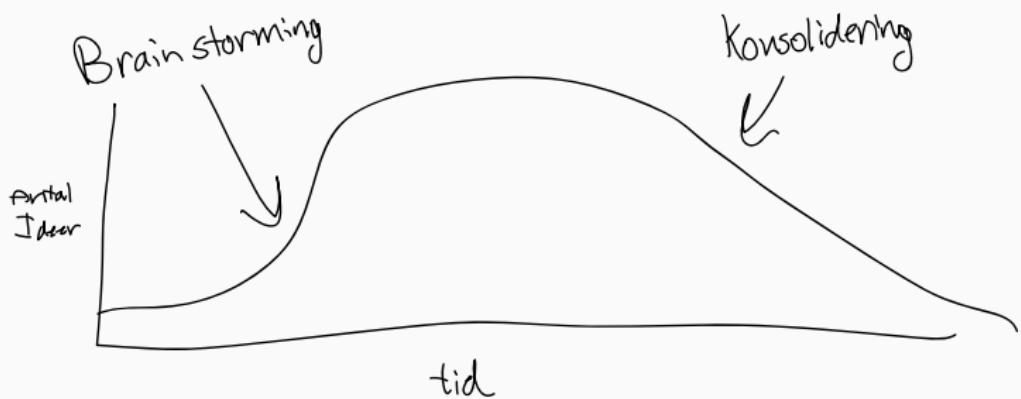


OPSUMMERING

- Vi skal lære ting
- Engelsk, Matematik, Fysik
- Unity3D
- Android Studio
- X Code
- MIT App Inventor
- Scratch
- HTML5
- Agil
- Vandfald
- Design for mennesker
- Design for aktiviteter
- Design for kontekst
- Design nærhed
- Design mønstre
- Design opstilling
- Design kontrast
- Design størrelse
- Design adskillelse

SKETCHING & PROTOTYPING

IDEATION



HVAD ER EN SKETCH I



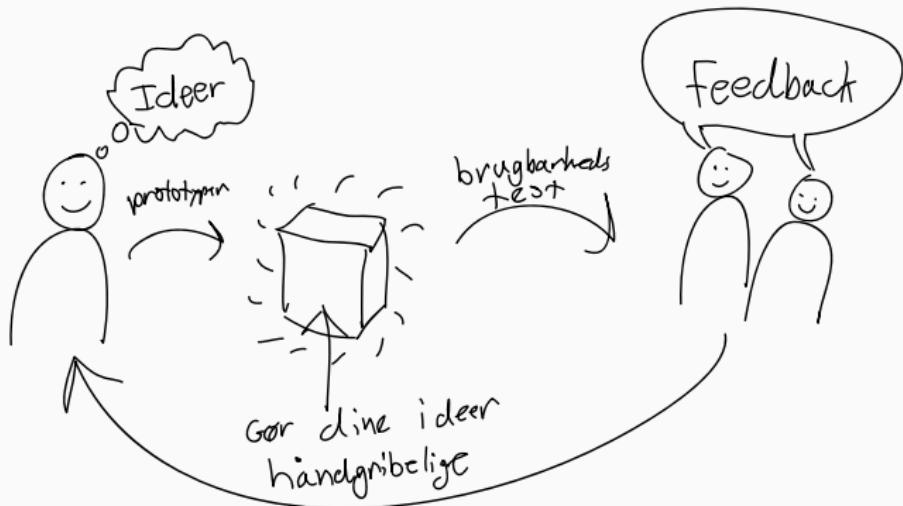
HVAD ER EN SKETCH II



HVAD ER PROTOTYPER I



HVAD ER PROTOTYPER II



SKETCH & PROTOTYPE EGENSKABER

Sketch	Prototype
Hurtig	Knap så Hurtig
Billig	Knap så Billig
Talrige	Få
Flertydige	Præcise
Foreslår og udforsker	Uddyber
Provokerer	Løser
Giver spørgsmål	Giver svar

ØVELSE: IDE GENERATION, BRAINSTORMING.

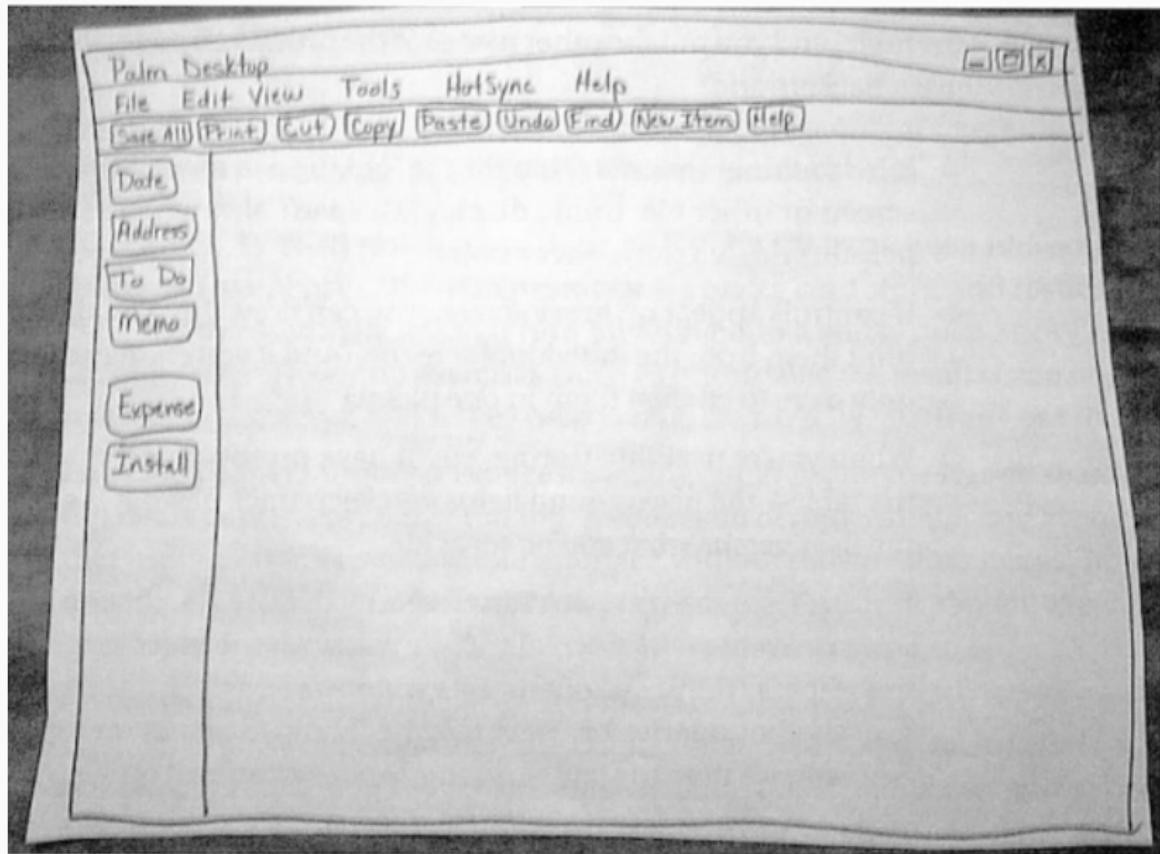
LAV EN MASSE SKETCHES

F.EKS. VEJR APP,

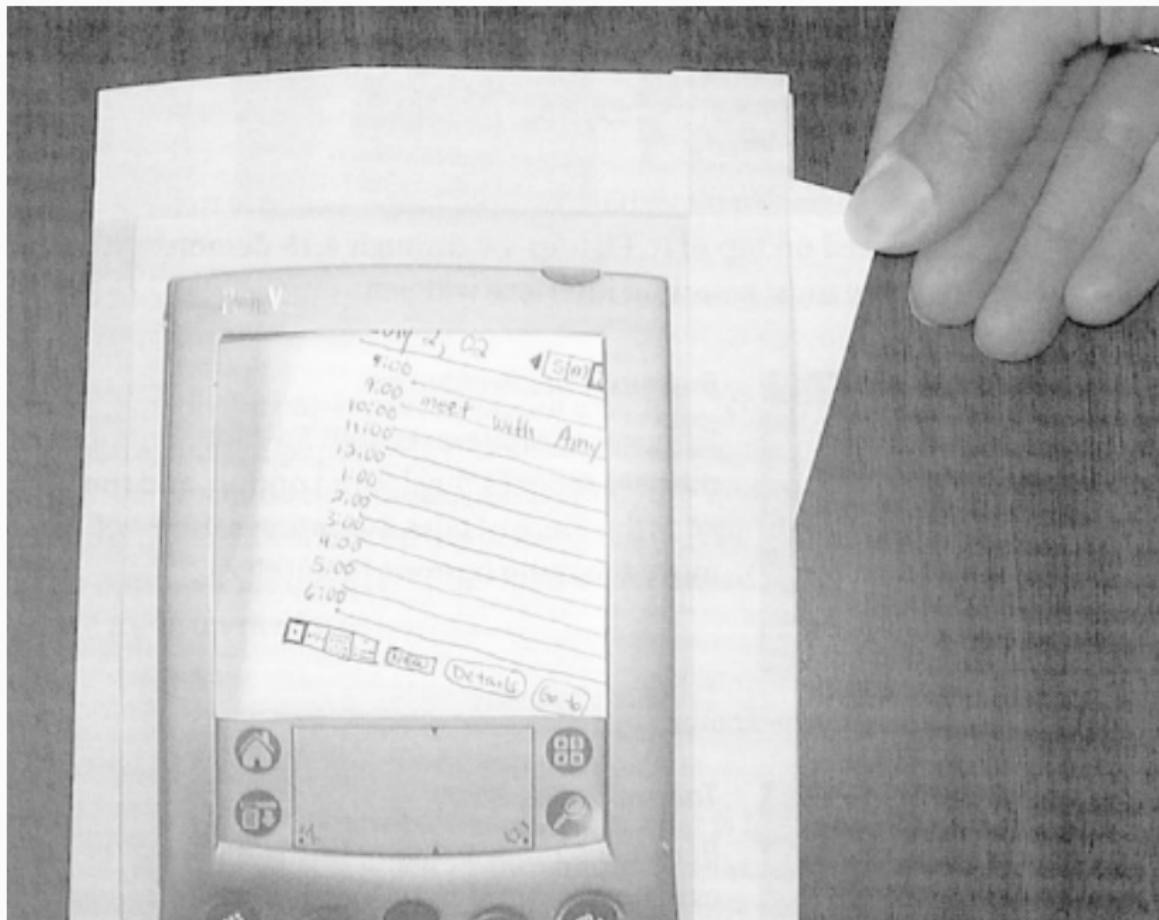
PROTOTYPING REDSKABER



PROTOTYPING TRICKS

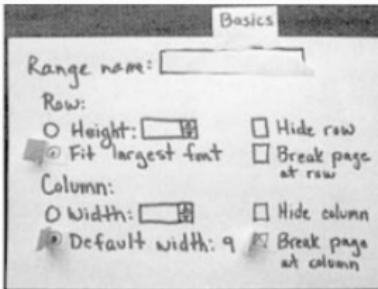


PROTOTYPING TRICKS

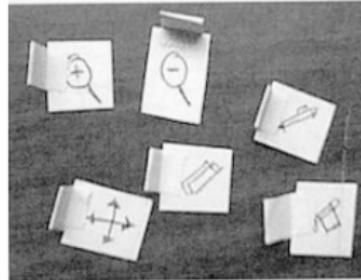


PROTOTYPING TRICKS

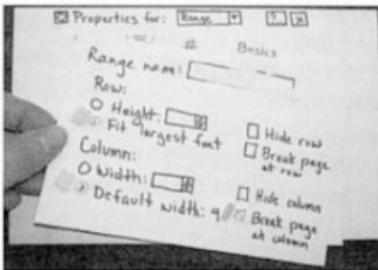
Radio
buttons and
checkboxes



Cursors



Tabbed
interface
boxes



Scrolling



PROTOTYPING TRICKS

1. Where the From line contains people

Where the Subject line contains specific words

Where the message body contains specific word

Where the To line contains people

2. Select Select the color for your message

Copy it (color: Default) Default
 Delete Delete
 Forward Forward
 Highlight Highlight

(Ok) (Cancel)

1. Where the Subject line contains specific words

Where the message body contains specific word

Where the To line contains people

2. Select Select the color for your message

Copy it (color: Default) Default
 Delete Delete
 Forward Forward
 Highlight Highlight

(Ok) (Cancel)

3. Role Description (c)

1. Where the message body contains specific words

2. Select the color for your message

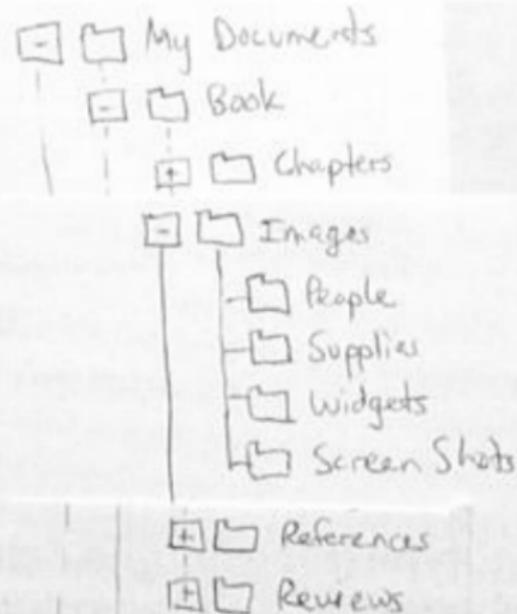
3. Select the color for your message

(color: Red) Red
 Black
 Green
 Blue
 Yellow

(Ok) (Cancel)

Description (click underlined value to change)

PROTOTYPING TRICKS



ØVELSE:
LAV EN PROTOTYPE