

IN4MATX 241: Ubiquitous Computing

Week 2:
Understanding and
Explaining Context

Daniel Epstein

Today's Class

- 5:00-5:15—announcements, introduction to context
- 5:20-6:00—discussion on the framing readings, all together
- 6:00-6:20—break
- 6:20-7:00—discussion on the recent readings, all together
- 7:05-7:50—project pitches and matching opportunity

Announcements

- I underestimated how much people's schedules were in flux
 - Many adds and drops in the past week
- We'll have discussion as one (big) group today, led by Naliah and I
 - Thanks, Naliah!
- I'll need to re-balance discussion leaders
 - Expect the current assignments to change

Announcements

- Reminder: weekly reading reports on Slack, due 11:59pm Sundays
- Every week we have class
- Graded on a 1-3 scale
 - 1: report only connects loosely to the readings
 - 2: most common grade, you had something to say
 - 3: reserved for particularly insightful comments
- You will not need many 3's (or any) to get an A in this class

Announcements

- This room isn't very conducive to discussion
- I put in a request for a new room last week, but no news yet
- I'll post on Slack if the room changes

Announcements

- No class next Monday (21st, MLK day)
- Instead, your project proposal is due
- There will be some time for pitching projects and finding teammates at the end of class today

Context-aware computing

- Goals for today:
 - Define context
 - Articulate principles of context-aware computing systems
 - Enumerate challenges in creating context-aware applications
 - Others?

Discussion

Context-aware computing

- Goals for today:
 - Articulate how our understanding of context-aware computing has evolved
 - Describe modern challenges in context-aware computing
 - Explain modern approaches to overcoming those challenges

Discussion

Project pitches

- Explain your project idea in 1 minute or less
 - What problem are you solving?
 - What do you expect to accomplish by the end of the quarter?
 - What skills might someone need to contribute to your project?

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Week 1:
History of Ubiquitous Computing

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