SIMS 202 PHONE PROJECT
IMAGE-GALLERY USER GUIDE

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1. INTRODUCTION

Photographs for the Phone project will be taken and annotated using the Mobile Media Metadata (MMM) Image-Gallery application. The Image-Gallery application is software built by Garage Cinema Research in conjunction with Futurize. It was created to facilitate the photo annotation process on the Nokia 3650 phones.

2. INSTALL THE LATEST VERSION OF IMAGE GALLERY

1. Please download and install the newest version of Image Gallery by using your phone and the mMode GPRS Service (located under Services) to go to http://128.32.226.60/index.html

2. Follow the instructions on the page to download and install the latest version of the Image Gallery application.

3. LOGGING INTO THE MMM SYSTEM

1. Turn on the phone.

2. Press the Menu Key.

3. Open Image-Gallery.

4. The very first time you launch the Image-Gallery application, you will be required to login with your MMM Image-Gallery user name and password. Use the scroll key to select each field: the user name field, the password field, and the password confirmation field.

5. Press the shift key[1] to prevent the initial cap on your user name and password.

6. When you have filled in all the fields correctly, click the options button and choose "Submit."

7. If prompted to select a service choose mMode GPRS.

8. This will only be required the first time you log into the MMM system.

4. TAKING PHOTOS WITH IMAGE-GALLERY

9. Turn on the phone.

10. Press the Menu Key.

11. Open Image-Gallery.

12. After you have launched Image-Gallery, a window will appear. You will see an **Upload** tab and a small right arrow at the top of the screen. Use the Scroll Key to toggle to the next tab to the right, which is the **Camera**. Wait a few seconds. A live camera LCD will appear.

13. Once you are in **Camera** mode, point the camera on a subject and take a picture, by pressing the center of Scroll Key. [2]

14. Image-Gallery will prompt you to input information about the main subject of the photo. Use the Scroll Key to move through the list of facets, *Person*, *Location*, *Object* and *Activity*. Select an appropriate facet for the main subject of your photo, and click the Scroll Key.

15. A local copy of the image will be saved to the phone.

5. ANNOTATING PHOTOS WITH IMAGE-GALLERY

1. After taking a picture and choosing a descriptor for its main subject, choose the **Options** command on the bottom left of the screen using the associated left hand button.

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[1] The shift key is to the right of center on the keypad and shows both a # symbol and an up arrow.
[2] This action is also referred to as clicking the Scroll Key later in this document.

2. Select **Upload** mode from the Options menu and click the Scroll Key

3. If you are not yet connected to the Internet, via mMode, Image-Gallery will prompt you to **Select Access Point**. Select **mMode** and click the Scroll Key.

NOTE: Depending on network conditions, uploading an image may take awhile. You can expect average image uploading times of one minute. Please be patient during this process. (Do not click buttons in efforts to speed or cancel the process -- this will only slow it down.)

4. After the image has been uploaded, your browser will instantly launch a page to begin the annotation process.

The Mobile Media Metadata system currently offers four facets, *Person*, *Location*, *Object* and *Activity*, that you can use to annotate your photographs. Each of these facets is already populated with descriptors. You can also add additional descriptors, if you do not find an appropriate one already in the system.

Follow the screens for inputting information (metadata) about your photograph. The annotation application works like a wizard dialog. Each subsequent **Next >** will prompt you with a new annotation question.

The steps below describe how to annotate a photo using the Person facet.

1. To select the Person facet, use the Scroll Key to move through the facet options and click Person.

2. The application will first present you with a list of suggestions to identify the Person, you are trying to annotate. [3]

    When you are presented with suggestions, you may do one of the following:

    2.1. **Select a Suggestion** – If the Person in your photo is in the list of suggestions, select that suggestion and click the Scroll Key. All additional metadata associated with the name you selected will automatically be added to the photo annotation. For example, if you select Joe Smith as the person in your photo and Joe Smith has already been entered into the system, any other information about Joe Smith, which has already been entered, such as his gender, birth date, email address, etc. will also automatically be associated with the photo at that time.

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[3] These suggestions are based on individual usage patterns and should get more accurate as you annotate more photos.

2.2. **Show All** - The system will return all Person descriptors that have already been entered into the system. If the person in your photo is listed here, select his/her name from the list.

2.3. **Add New** - If you find that none of the options currently in the system are applicable to your photo, use the Add New interface to key in a new Person. The new name you input will be part of the database going forward. You will need to enter other supporting metadata. For example, for Joe Smith you will need to supply not only his name, but also other information that you know about him, such as gender, age, email, etc.

NOTE: Please make every effort to add only unique descriptors to the system. Before you add new descriptors to any facet please be sure to check for variant spellings of the *Person*, *Location*, *Object* or *Activity* descriptor that you want to add.

To use the text input fields, select the box using the Scroll Key, type in the text using the keypad, and click the Scroll Key to indicate that you have finished typing.

Naming and formatting conventions for new metadata entries:

- Put a space between each new word in the name.
- Capitalize the first letter of each new word,
  e.g. Lilac Bush
- Do not exceed 18 characters per field.
- Do not use any of the following characters: <, >, or &.

Please remember these naming conventions. They will apply throughout the project.

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3. After selecting or adding metadata associated with the Person in your photo, you will be prompted on the Summary screen to review the information you just entered. If you wish to change any of your annotation, click **Edit** and select the metadata you would like to change.

4. When you are satisfied with your annotation of this Person in the photo, accept the annotation by clicking **Next >**. You will be prompted to choose which facet you want to use next to annotate your photo.

5. If you choose to annotate your photo further, choose the appropriate facet and repeat steps 1-4. All subsequent information with each new annotation will appear on the summary screen and will be editable.

> **NOTE:** You can choose to annotate multiple *People, Objects, and Activities*. However, **you may only annotate one *Location***.

6. When you are finished annotating your photo, click the **Exit** button instead of the **Next >** button, on the facet selection screen. The metadata will be uploaded to a server and associated with the image. (Again, please wait patiently for this process to take place).

7. Clicking the **Exit** button also exits the application. To add another picture to the MMM system, repeat the steps in this document to launch the Image-Gallery, shoot a photo and annotate it.

For further help using the Image-Gallery application, please consult your classmates and TA's. As a last resort, send email to mmm-help@sims.berkeley.edu.

To report technical malfunctions, feature requests, and general feedback regarding the Image-Gallery application, please send email to mmm-bugs@sims.berkeley.edu.