SIMS 202 PHONE PROJECT – OVERVIEW
September 4, 2003

0. DOCUMENT SUMMARY

1. INTRODUCTION
2. PROJECT REQUIREMENTS
3. PROJECT PHASES

1. INTRODUCTION

In this project we will be creating, sharing, and reusing mobile media and metadata. You and your Project Group will design application use scenarios and develop and refine metadata frameworks for your photos. Some of you may even choose to develop retrieval applications for the photo database in the second half of the course. We will be using the Nokia 3650 mobile media phone and software developed by Garage Cinema Research. In the SIMS 202 Phone Project you and your Project Group will:

- Experience the actual process of information organization and retrieval (especially as regards metadata creation and use)
- Work in small, focused teams performing a variety of tasks in image acquisition, description, and application design
- Develop an ongoing resource for SIMS (an annotated photo database) that can be used for internal research and teaching, as well as for external promotional and informational purposes

2. PROJECT REQUIREMENTS

The Phone Project has a few simple, but important requirements:

Create engaging and useful application scenarios and photos for use by your team and the entire class
The photos you take and the applications you will design to use them should be interesting and useful to you and your colleagues.

Create a shared, reusable resource of annotated photos
Design your metadata such that all photos are accessible not only for the needs of your particular application, but also for the reusability of your photos and metadata by other applications.

3. PROJECT PHASES

You will be receiving detailed assignments over the course of the project. Below is an overview of the major phases of the Phone Project.

Photo Use Scenario – Application Idea (Assignment 2)
You will brainstorm and storyboard an application for a mobile media device that accesses a server and facilitates the creation, sharing, and reuse of media and metadata. You will develop user personas and scenarios of how the application works and how the user experiences it.

Photo Capture and Annotation (Assignment 3)
With the goals of your application and the overall goals of the class project in mind, each group member is required to take at least 5 pictures relevant to the scenario you specified in the prior assignment. You will also get hands-on experience in annotating photos using the Mobile Media Metadata (MMM) framework, an application available on the mobile phones.   You will also identify strengths and weaknesses of MMM framework.

Photo Metadata Design (Assignment 4)
Having your application and the overall project goals in mind, you will design a suitable metadata framework to annotate the photos in the collection. You will also annotate more photos using your metadata framework.

Project Presentations (Assignment 6)
In a special class session, your group will present your application ideas, metadata frameworks, and annotated photos to your fellow students using the Flamenco browser. Each group will have about 10 minutes to present their innovative work.

Metadata Consolidation (Assignment 8)
You will consolidate your classification scheme with those belonging to other groups. The entire class will collaborate to create one overall metadata framework which will be used to for Phase II of the project.

Phone Project Phase II – Application Selection (Assignment 10)
The entire class will decide on an application to implement from among the application ideas presented by the various project groups as well as from among any ideas you or your Project group have come up with..

Phone Project Phase II – Specification & Design (Assignment 13)
A group of class volunteers will draft specifications and designs for the application selected in the previous assignment.

Phone Project Phase II – Implementation & Testing (Assignment 14)
A group of class volunteers will implement and test the application selected in the previous assignment.

Questions? Email: is202-ta@sims.berkeley.edu