SIMS 202 PHONE PROJECT – ASSIGNMENT 5 CAMERAPHONE USE SCENARIO (Due November 9, 2004)
November 2, 2004

0. DOCUMENT SUMMARY

1. LEARNING HOW TO USE THE PHONE
2. PHONE USAGE GUIDELINES
3. APPLICATION IDEA
4. GROUP WEBSITE
5. SUBMISSION REQUIREMENTS

1. LEARNING HOW TO USE THE PHONE

Each phone comes with a Quick Start Guide and User Guide, provided by Nokia. Review at least the Quick Start Guide to familiarize yourself with the basic operations of the phone. Please pay special attention to the "Keys and parts" section in the centerfold of the Quick Start guide, as the Scroll Key and Menu Key are important interface elements of the Mobile Media Metadata system.

Nokia also provides a pdf of the user manual linked from the Nokia 7610 website. The European Nokia 7610 website also has further information describing the applications that ship with the Nokia 7610 cameraphone.

Please also review the MMM-2 User Guide before you begin taking photos with the phone.

2. PHONE USAGE GUIDELINES

These phones, their voice and data services, and the GPS devices have been donated to Garage Cinema Research for the IS202 Phone Project. You are responsible for the free Nokia 7610 and GPS Bluetooth device you will be provided. If you damage or lose them, you will be responsible for replacing them. You are also responsible for using the phone in accord with the service agreement. Any calls made above the supplied plan may be billed to you. The free supplied service plan is the AT&T Wireless (Cingular) GSM America Local Plan which includes: 700 any time minutes per month, unlimited nights and weekends starting at 9:00 pm, 1000 mobile-to-mobile minutes per month, and free nationwide long distance. If you travel outside of the plan calling area and use your phone, you may be charged roaming fees. If you plan to travel outside of the plan calling area and use your phone, please let us know in advance and

we may be able to upgrade your free service plan accordingly for the duration of your travel.

3. APPLICATION IDEA

In your group, brainstorm to come up with an idea for a phone-based application that will make use of annotated photos that you and your classmates will take. The application must satisfy the following requirements:

- It must be accessible via a mobile media device
- It must communicate with a server hosting a database of annotated photos
- It must facilitate the creation, sharing, and reuse of media and metadata

Think about personas (stereotypical people who would use the application) and scenarios of how the application works and interacts with its users. Guidelines for brainstorming, and creating personas and scenarios are available on the Phone Project website. Pick one persona and one scenario to describe. Draw a storyboard with explanatory text to display what your persona does in a certain scenario and how your application and the user interact. For guidelines on and examples of storyboarding, see the notes on storyboarding document. You also studied persona and scenario creation in IS203 in your reading on "User Requirements: By Any Means Necessary" by Abbe Don and Jeff Petrick. Write up a brief description of your idea, persona and scenario. Also, document the results of your application brainstorming. Briefly list all ideas you came up with during your brainstorming session and explain what criteria/reasons/mechanisms were used to decide on the final application. Submit the description (application, persona, scenario, storyboard, and brainstorming results.

Time estimates: Brainstorming 1-2 hrs; Storyboard and description 3-4 hrs.

Budget your time.   This is a rapid prototyping exercise where you demonstrate your creativity and ability to work quickly and efficiently. It is not an exercise to show off your drawing skills.

4. GROUP WEBSITE

Design your group website. You will publish your group assignments here. Your website should have information on your group members, links to your assignments and other project files and a work distribution table. We prepared an example website that you can use as a template:

http://www.sims.berkeley.edu/academics/courses/is202/f04/team_site_template/index.html

Your own design ideas are more than welcome.

Work distribution
We ask you to put up a table with information on how you split up the work in your group and who did what.
An example of a work distribution table can be found in:

http://www.sims.berkeley.edu/academics/courses/is202/f04/team_site_template/work_distribution.html

5. SUBMISSION REQUIREMENTS

PROCESS:
- Brainstorm application ideas
- Evaluate your ideas and agree on one to pursue
- Come up with a persona and scenario for your application idea
- Write a description of your application idea involving one persona and one scenario
- Draw a storyboard with explanatory text
- Document the results of your brainstorming
- Create your group website

DELIVERABLES:
1. Brief description of the application idea you selected
2. Persona description
3. Scenario description
4. Annotated storyboard
5. Work distribution table
6. List all brainstorming ideas and reasons for selecting or rejecting each

Submit an email to is202-ta@sims.berkeley.edu with the following information (due November 9, before class):
1. Your group name
2. URL of your group website
3. URL to description (application, persona, scenario), storyboard, brainstorming results, work distribution table
4. Time it took you to complete the assignment
5. Any comments on assignment (optional)

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