

# SIMS 202 PHONE PROJECT – OVERVIEW

## November 2, 2004

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### 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. Specifically, you will be invited to use the [Nokia 7610 cameraphone](#) and a [Bluetooth-enabled GPS device](#), client-side software developed by the [Context project](#) at the [Helsinki Institute for Information Technology](#) in conjunction with Garage Cinema Research, and server-side software developed by Garage Cinema Research, as well as the [Lifeblog version 1.5 software](#) developed by Nokia Corporation. *Your use of these technologies, while encouraged, is not required for this class, and you have the option of making arrangements with the instructors about alternative ways of fulfilling the course requirements.* In the SIMS 202 Phone Project you and your Project Group will:

- Experience the actual process of information organization and retrieval (especially as regards mobile media metadata creation and use)
- Work in small, focused teams performing a variety of tasks in image acquisition, description, sharing, 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.

#### **Cameraphone Use Scenario – Application Idea (Assignment 5)**

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. The applications you will design should be interesting and useful to you and your colleagues.

#### **Photo Metadata Design (Assignment 6)**

Having your application and the overall project goals in mind, you will design a suitable metadata framework to use for annotating photos such that all photos would be accessible not only for the needs of your particular application, but also for the reusability of your photos and metadata by other applications.

#### **Photo Metadata Revision (Assignment 7)**

You will consolidate your classification scheme with one other team to develop a revised and unified metadata framework.

#### **Photo Capture and Annotation (Assignment 8)**

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 10 photos (at least 5 relevant to your application idea and at least 5 photos of any thing else you wish to photograph), upload them, and annotate them with your revised metadata framework.

#### **Phone Project Presentations (Assignment 9)**

In a special class session, your group will present your application ideas, metadata frameworks, and annotated photos to your fellow students. Each group will have 10 minutes to present their innovative work.

**Questions? Email: [is202-ta@sims.berkeley.edu](mailto:is202-ta@sims.berkeley.edu)**