

Wonder documents for INF5261 – comments and feedback 2015.

There were nine wonder documents handed in Wednesday September 2nd 2015, with a total of 34 members. The projects titles are:

1. Amuzing: a context-aware museum experience (3 members)
2. Bevy –Social translucence in project-driven activities (2 members)
3. *Happy Touring (3 members)*
4. *inQ (5 members)*
5. *JourneySwipe (4 members)*
6. *Lighthouse: Beacons-indoor navigation and mobile interactions (4 members)*
7. *MuseumWanderer; designing an application for mobile museum visitors (4 members)*
8. *WasteLess: To develop a motivational app for students in order to reduce organic waste (4 members)*
9. *Who are you? Exploring the concept of Quantified Self: how wearable sensor input can predict and support physical and psychological health assessment (5 members)*

First, some “general” comments to all projects on the way forward:

Try to think of what “phenomena” you are interested in investigating, i.e. what real-world-phenomena are you addressing? By reflecting on this, you will get to a description of the more conceptual or theoretical problem space you are working with. Is it about interacting with mobile terminals in context? Is it about specific use situations? Is it about ways of making computer use part of “new” situations? Is it about developing services together with users? Are you focusing on understanding the user and activities of users in a specific context?

By thinking about these questions; you will start early on to address the question: What will the contribution of the project be? What “new” knowledge are you going to develop? And a follow up question – whom are you writing for? The primary readers are perhaps “yourself”, the other groups in class, and perhaps the research field you are working within?

To make review (re-view) of both practical solutions/similar systems and review of literature and concepts is important in all projects. Please start early with this activity of fleshing out related work – both practical and theoretical. In class, we will talk more about ways of making structured reviews – and type “walk in the woods” reviews (or unstructured reviews).

Set a date, where you make a review of your own project – and narrow down what you “actually” will focus on. Often it is a hard job to decide “what to focus upon”. One way to focus is to decide about what you will “not” do in your project. Focus can be with respect to: what use situations or contexts, what users, what user activities, what technologies, what methods, what theories and what ethical considerations you are focusing on for example.

Our impression is that writing often becomes easier when you are stating a research question, or a few research questions that you will address and discuss. What are the specific questions that you want to shed light onto and discuss? Your research questions may still be modified as the project progresses forward.

All projects have written something about methods and ways of doing the investigations. In order to narrow down the specific use situation, user group and use activities that you are working with – we suggest that you look into establishing personas and scenarios. To work with a general population like “elderly” or “students” you will by these techniques be able to focus your attention to specific users, use situations and use activities.

Good luck. We look forward to the continuation of all the projects – this looks very promising.

Hani and Jo

Amuzing: a context-aware museum experience

A very fine motivation for your project; i.e “museums are a precious source of knowledge which can be accessed by all”.

You describe the methods that you want to use; starting with determining the needs and establish requirements. This is fine. We suggest that you early on focus on one specific user group, and perhaps make some personas and scenarios to work with?

Are you planning to establish contact with any specific museum?

There is one other project investigating the use of beacons, please team up with them.

There are two master students who do their work with ibeacons in the context of museums; Jon Robert Skårberg og Kjetil Sletten. I would recommend getting in touch with them. Their case is with the new Nationalmuseet.

Super to see that you have written some questions. They are fine initial questions, that you hopefully will revise and refine as your work proceed.

Good luck

Hani and Jo

Bevy –Social translucence in project-driven activities

This is a very interesting project, with a clear motivation behind it.

Super that you have listed a number (5) research questions. We guess that you will follow some of these – and refine the questions and perhaps narrow down.

We also suppose that a thorough review of applications and services for this kind of activity is helpful. What kind of tools and techniques are out there?

How do you operationalize skills and interests? Perhaps through list of courses taken, books read etc?

Awareness is an interesting concept in your project. What kind of awareness mechanisms are you looking specifically at?

Since you have teachers and students as target groups; you are free to be specific and for example make a review of what exist here at Ifl in some classes. And perhaps a review of what goes on at other learning places.

Fine that you have listed some potential research methods that you will use. I guess it also will be helpful to do some review of classes where there are project work going on – and perhaps do some interviews?

Good job so far, keep on writing

Hani and Jo

Happy Touring

Super that you have listed a number of research questions for your project, in total 9 questions. By starting examining and investigating some of them, you will hopefully narrow down and specify one or two key questions that you will focus upon.

We also believe a review of existing solutions to finding “tours” will be valuable, since there are quite a number of tourist services and applications out there.

How do you intent to get in touch with the potential users?

Good that you include a literature search. Have you thought of the methods you would be using to analyze your empirical data!

Well done and good luck,

Jo and Hani

inQ

This is a very interesting and challenging topic. It is easy to understand the phenomenon you want to investigate, and the solution that you are working towards.

It is smart to “narrow the target group” as you write. Are there some particular queues you have access to – and can do in depth research on? Getting a student card at UiO for example?

Queues are all around us as you write. Is it possible to learn something from telephone queues for example?

Super that you have listed some potential methods that you will use in order to find out more about this.

Good luck with the continuation

Hani and Jo

JourneySwipe

Good presentation of the group members, and of the reasons for developing such an app.

You might add a comment that makes your app preferential or competitive to other existing apps. The rating system is a good functionality to include.

You mention “This application is also an easy way to schedule your day while travelling”. How do you propose to do that? We advise you to focus and limit your ideas to make your project “manageable”, so chose whether your app would be informative, or travel activities’ organizer!

Specify your target users, because of varying needs and requirements. Good plan for future work.

We assume you would be evaluating the performance of your high fidelity prototype, wouldn’t you? How would you plan to do that?

Does some literature review to explore similar work, and what solutions are presented?

Well done and good luck,

Jo and Hani

Lighthouse: Beacons-indoor navigation and mobile interactions

Good presentation of the group members and of the motivation for developing a prototype using beacons for mobile platforms to navigate inside buildings.

Good background information about Beacons, indoor navigation and mobile interactions, and you have a good starting point with literature review to explore existing solutions.

Methods are OK, and specifying your user groups at this early phase would help you tremendously in your project design, setting up relevant research questions and for specifying the methods for your data collection.

There is one other project working with beacons, and we suggest that you team up or liaison with this group.

Have you considered what methods you would use to analyze your empirical data?

Well done and good luck,

Jo and Hani

MuseumWanderer; designing an application for mobile museum visitors

Good presentation of the group members and association work to VisiTracker project from EngageLab2, focusing on mobile technology to enhance museum visits.

Good general background and plan for exploratory work.

Your research questions are too many. I don't think you would have time to address all of them. Perhaps questions 2, and 3 (How can mobile technology be used in a museum setting to improve the museum experience for the visitors? and what challenges arise when using technology in a museum setting?) are sufficient.

Specify the type of museum, since different exhibits present different challenges, in the context of your study.

Your methods are general. Try to address one type of visitors, perhaps school kids, teenagers, elderly, etc. because different types of users have different needs and requirements.

Usability testing, in the field is OK, but you need to be specific about the parameters you would like to evaluate. Consider also the methods you would be using to analyze your data, so that you transfer data material into valuable information in your report.

Does some literature review to explore similar work, and what solutions are presented?

Well done and good luck,

Jo and Hani

WasteLess: To develop a motivational app for students in order to reduce organic waste

This seems like a very interesting and well written wonder document. It is easy to understand what you are interested in, and a clear description of the problem area you are working with. Super that you have collected some data about waste (46,3 kg of food waste!).

The topic of motivation seems to be of central importance. In the area of gamification, there are some interesting examples of ways of making services motivational to use. We suggest looking into this area of gamification – and perhaps extract some specific concepts and methods from there.

Super that you already have a plan for doing your project, where you list some potential methods to use.

Good luck with the continuation

Hani and Jo

Who are you? Exploring the concept of Quantified Self: how wearable sensor input can predict and support physical and psychological health assessment

Good presentation of the group members and of the motivation for developing a prototype for wearable trackers and comparing collected data with fitness trackers and sleep trackers for personality analysis. How do you propose to do that? We advise you to focus and limit your ideas to make your project “manageable”, so chose whether your prototype would be informative, or for personality analysis! If you have an idea already about combining both, that is fine, just be careful not to create a cause- effect relationship in your personality analysis, based on few measurements of very few variables, for example, hear-rate, hours of sleep, amount of Calories consumed per day, etc.

Perhaps you might specify your target users, because of varying needs and requirements?

Interesting reflections about ethical issues associated with collecting this type of data.

Good start with the literature review to get a general overview of what has been done so far.

Have you considered what methods you would use to analyze your empirical data?

Teknologirådet had a seminar about “health” data from apps, and a corresponding report this September. Perhaps there is some inspiration here? <http://teknologiradet.no/velferd-skole-og-helse/mobil-helse/konferanse-store-data-moter-medisinen/>

Well done and good luck,

Jo and Hani