LMU LUDWIG-MAXIMILIANS-UNIVERSITÄT MÜNCHEN

LFE Medieninformatik - Gregor Broll, Alexander De Luca

Praktikum Entwicklung von Mediensystemen

Mobile Dienste für Studenten

Brainstorming, Scenarios, Design
11/06/2009

Outline

Outline:

- **Solution for exercise 2**
  - Http-connections
  - Record stores
- **Exercise 3: Brainstorming, Scenarios, Design**
  - Brainstorming techniques
  - Presentation byTanja Herting
  - Diskussion with Oliver Diekamp
- **Focus Group**

Exercise 2 – Solution I

Http-Connection:
1. Input Form:

```
TextField inputField = new TextField("Please provide input", "", 100, TextField.ANY);
form.append(inputField);
…
String input = inputField.getString();
…
if(input.equals(""))
        midlet.showAlert("", "Please provide some input!", form);
else
{
        midlet.showDisplayable(new WaitingForm(midlet, form));
        run();
}
```

Exercise 2 – Solution II

Http-Connection:

2. Http-Connection (GET):

```
String url = "http://murx.medien.ifi.lmu.de/~gregor/echo.php";
HttpConnection httpConn = null;
InputStream is = null;
StringBuffer buffer = new StringBuffer();
…
HttpConnection httpConn = (HttpConnection)Connector.open(url + "?input=" + input);
//GET is the default setting
```

Exercise 2 – Solution III

Http-Connection:
3. Http-Connection (POST):

```
OutputStream os = null;
String request = "input=" + input;

httpConn = (HttpConnection)Connector.open(url);
httpConn.setRequestMethod(HttpConnection.POST);
httpConn.setRequestProperty( "Content-Type", "application/x-www-form-urlencoded");

os = httpConn.openOutputStream();
os.write(request.getBytes());


os.flush();     //Flushes this output stream and forces any buffered bytes to be written out.
os.close();
```

Exercise 2 – Solution IV

Http-Connection:

4. Reading Data:

```
is = httpConn.openInputStream();
int ch;

while ((ch = is.read()) != -1)
{
        buffer = buffer.append((char) ch);
}

is.close();
httpConn.close();
recordManager.writeRecord(buffer.toString());
```

Exercise 2 – Solution V

Record-Management:

```
//open named recordstore; create new one if not existing
RecordStore historyStore = RecordStore.openRecordStore("History", true);
…
//add records to the recordstore
historyStore.addRecord(input.getBytes(), 0, input.length());
…
//algorithm for last 5 records
```

- Not possible to add records to the recordstore at arbitrary positions
- Get the last 5 records from the queue

```
…
//close recordstore
historyStore.closeRecordStore();
```

Schedule

Date	Topics
23.10.2008	L1: Introduction to Java ME; Mobile Media API
30.10.2008	L2: Http and Record Stores
06.11.2008	L3: Brainstorming, Scenarios, Design
13.11.2008	Project Phase starts
27.11.2009	Milestone Meeting 1
18.12.2009	Milestone Meeting 2
08.01.2010	Milestone Meeting 3 - Introduction to User Studies
22.01.2010	Milestone Meeting 4
12.02.2010	Final Presentation

Scenario Design, Prototyping and Architecture

- **Design, development and evaluation of mobile service applications for students**
- **Goal: 3 groups, 3 scenarios, 3 applications**
- **Brainstorming and conceptual phase**
  - Develop different ideas for mobile services for students
  - Create scenarios and mockups, conduct paper-prototyping and sketch out the architecture of your approach(es)
  - Input from online questionnaire, focus group and yourselves
- **Next meeting: 13.11.2009**
  - Presentation of application designs (ideas, mockups, …)
  - Discussion about technical feasibility with Oliver Diekamp
  - Start of project phase
- **Afterwards: regular milestone meetings with presentations**

Brainstorming I

Brainstorming

- **Collect as many ideas as possible**
- **Allow ideas!**
  - During brainstorming NO criticism is allowed
  - Developers must not say “this can’t be implemented”
  - Graphics designers are not to comment on drawing styles
- **Do a selection in a second step**

(Pin&Play Meeting, July 2002, Lancaster)

Brainstorming II

- **General hints**
  - Get a mixed set of people (developer, manager, admin, writer, students …)
  - Allow people to have freaky / crazy / unrealistic ideas
  - Use low technology (e.g. paper, pens, post-its, posters)
  - Go to a neutral / different / inspiring place
  - Ignore boundaries – assume there is a little magic available
- **Organize the ideas**
  - Identify concepts and themes
  - Group ideas that express the same concept or belong to a common theme
  - Identify conflicting, parallel, excluding ideas
- **Document the results!!!**
  - Capture the raw material (usually you won't need it but it is no effort…)
  - Extract the design/product concepts
  - In the best case you have several competing concepts that can be evaluated

Questions?

Have fun!