<u>Übung 7 – Mensch-Maschine-Interaktion 2</u>

Exercise 12: Prototyping a mobile phone application

(Per-group homework, 2 weeks)

0 Application

Select one of the following applications, develop a paper prototype and implement the application using J2ME, Flash lite or Python.

Vocable trainer
An application which realizes a vocable trainer with the following functions:
- add a new dictionary entry
- show German word → request English word
- show English word → request German word

Who wants to be a millionaire?
An application which realizes a "Who wants to be a millionaire?" application with the following functions:
- add a new question including 4 answers of which just one is correct
- show an arbitrarily selected question including the possible answers
- selection of one answer and indication whether the answer was correct or not

1 Paper prototype of one selected application

Develop a paper prototype of your application including all key screens. This prototype should then be tested by two other persons. These persons have to fulfil tasks described in "0 Application".

2 Implementation of one selected application

The prototype supporting the described functions should be implemented using J2ME, Flash Lite or Python.

- Introduction into J2ME: MMI-2 lecture July 13 2006 (J2ME Sources for HelloWorld, Address book and vocable management will be presented in the MMI-2 lecture), Netbeans 5.0 + Mobility Pack available in CIP-Pool or Room 103 / Amalienstraße 17.
- Introduction into Flash Lite or Python: MMI-2 lecture July 6 2006

[1] http://www.hcilab.org/documents/tutorials/DocuTuto/index.html
[2] http://www.adobe.com/products/flashlite/
[3] http://opensource.nokia.com/projects/pythonfors60/index.html
[4] http://www.medien.informatik.uni-muenchen.de/fileadmin/mimuc/mmi2_ss06/uebung/Examples.zip

Submit your solution (photos of the paper prototype and the 2 other persons using you paper prototype, Java files) via email to Gregor Broll gregor.broll@ifi.lmu.de by Wednesday, July 25, 9 a.m. You may solve the tasks in team work. Try to keep the attachment size below 5 MByte.