

Technologien sozialer Vernetzung Trends und Einsatz in VENUS

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Gestaltung technisch-sozialer Vernetzung in situativen ubiquitären Systemen (VENUS)

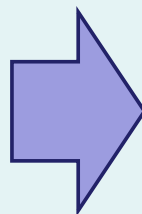


Übersicht

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- Technologien
- Algorithmen
- Lab
- Methodik - Codecamp

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Ambient light

Proximity

Dual cameras

GPS

Accelerometer

Dual
microphones

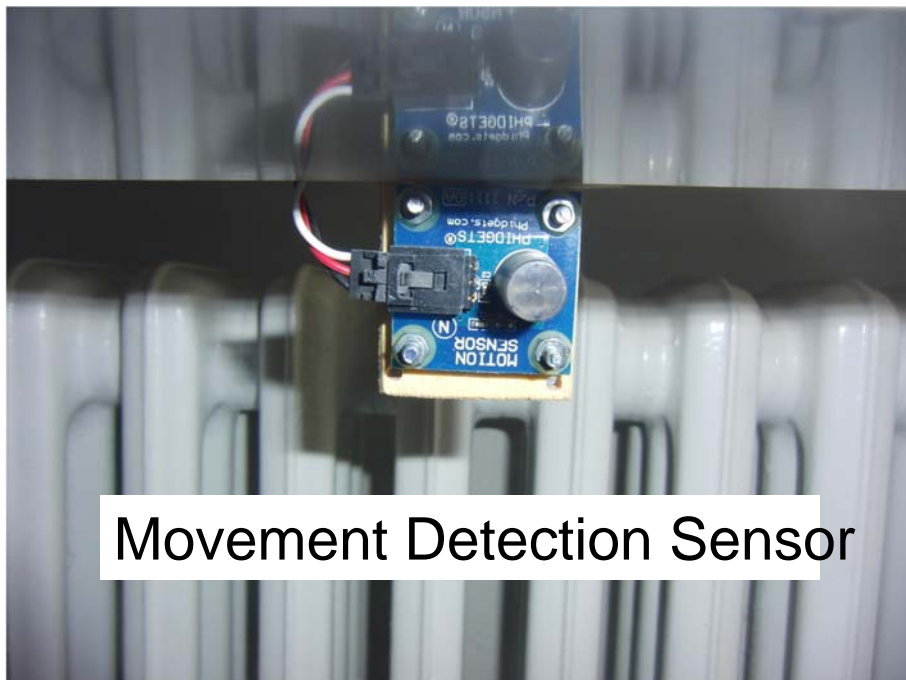
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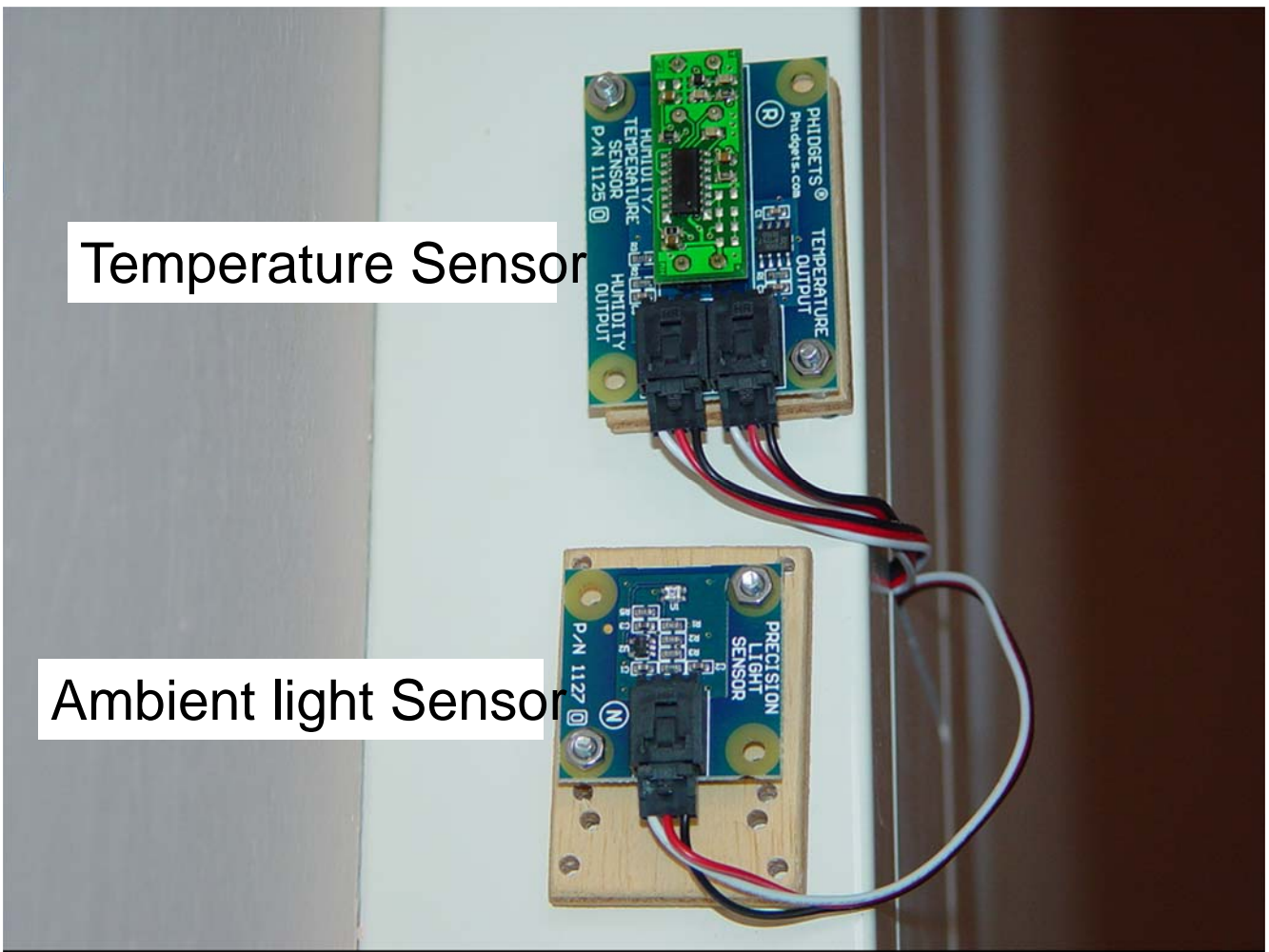
Gyroscope



Ambient sensors

6





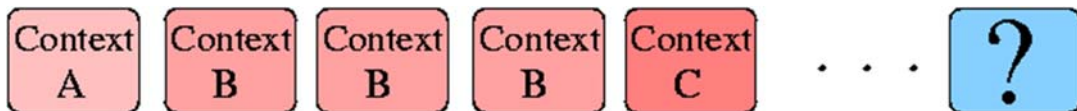
Übersicht

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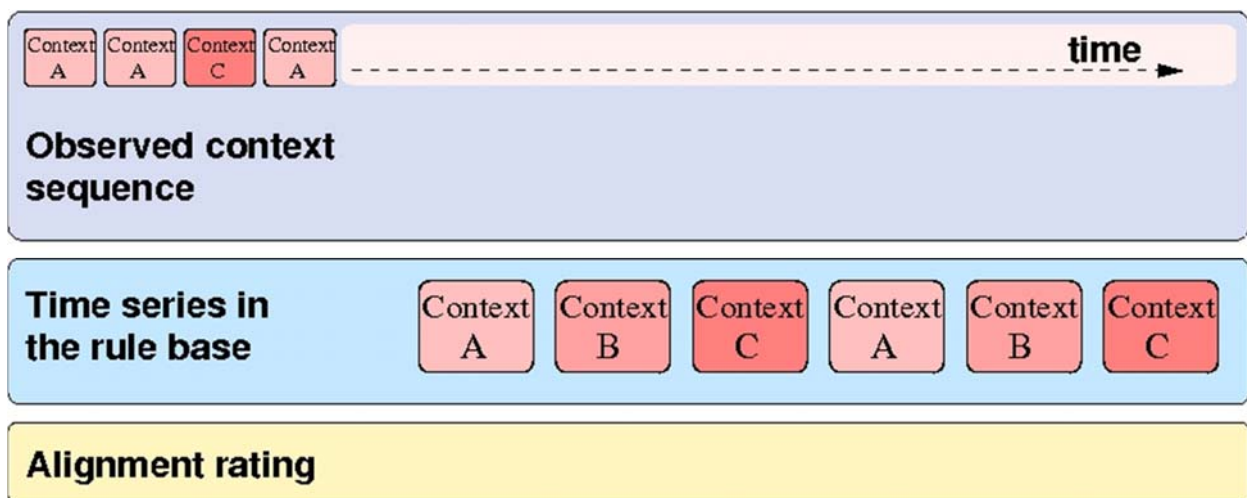
Context prediction

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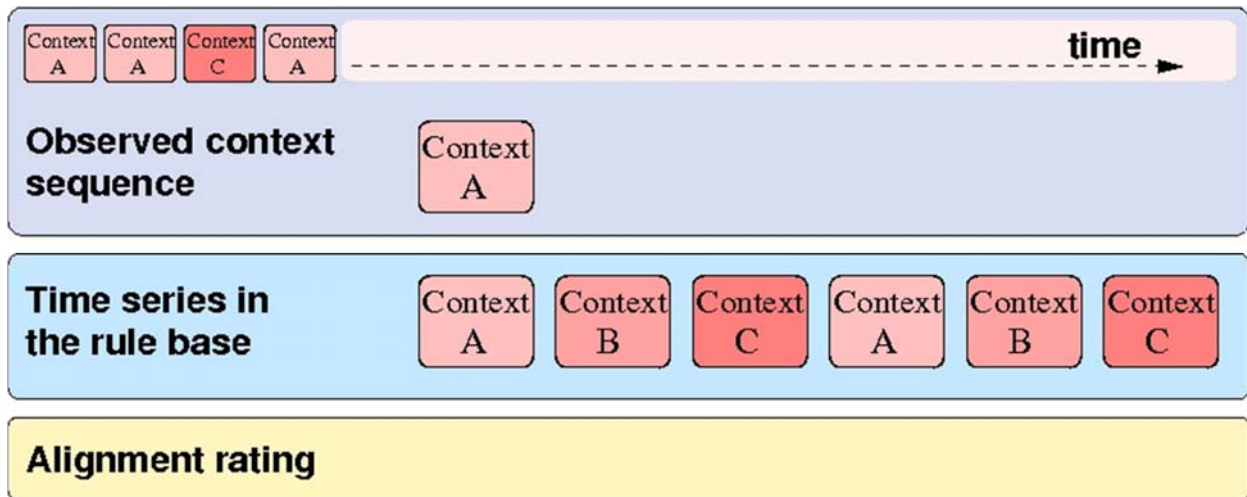
Alignment

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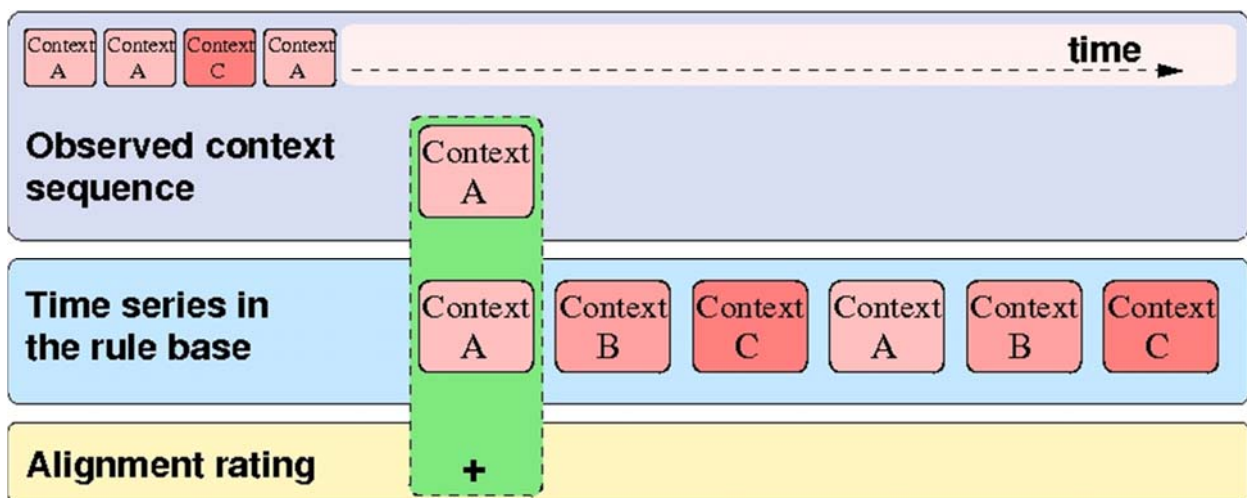
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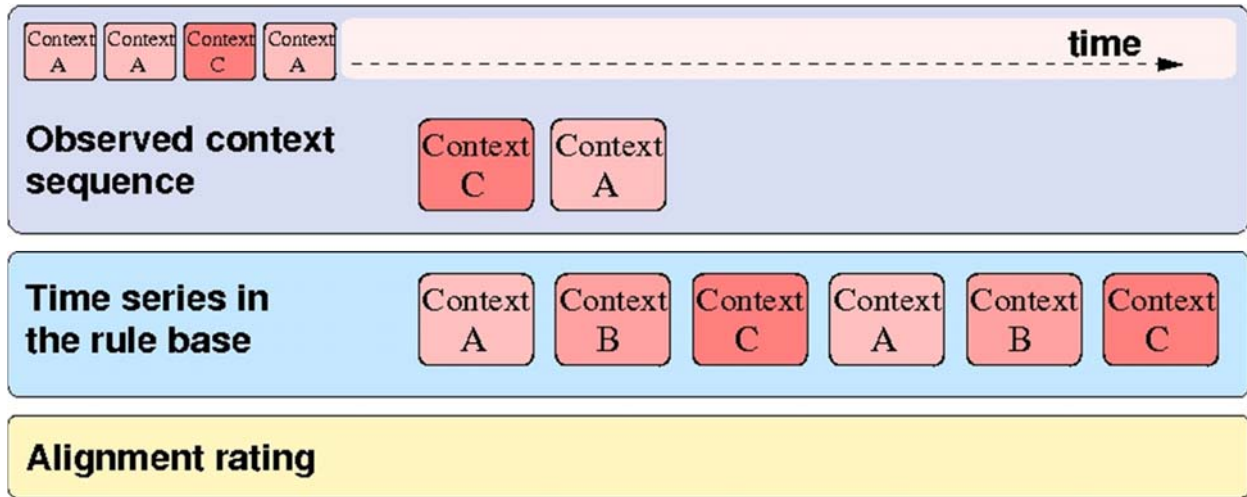
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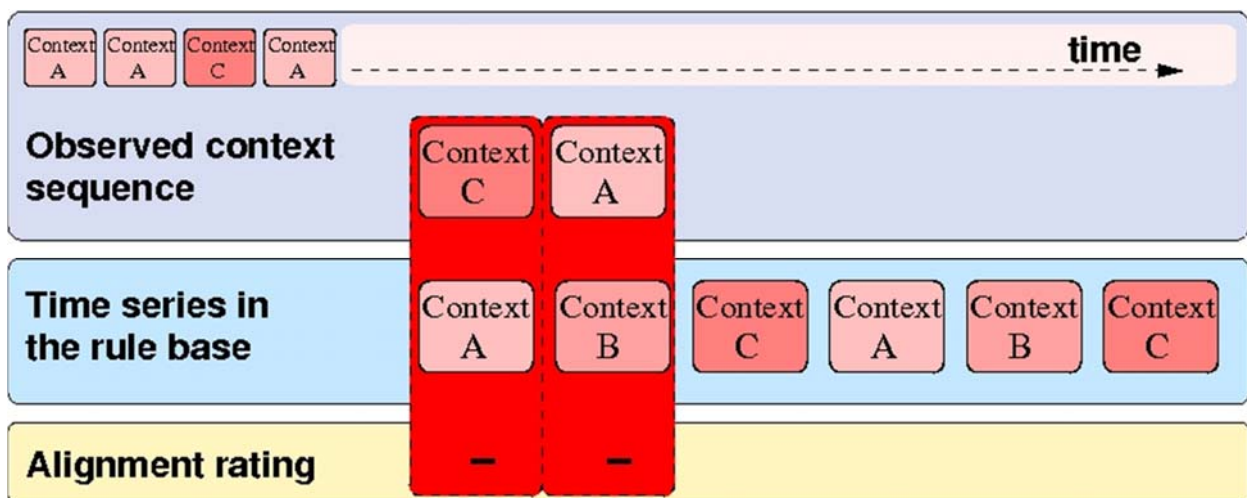
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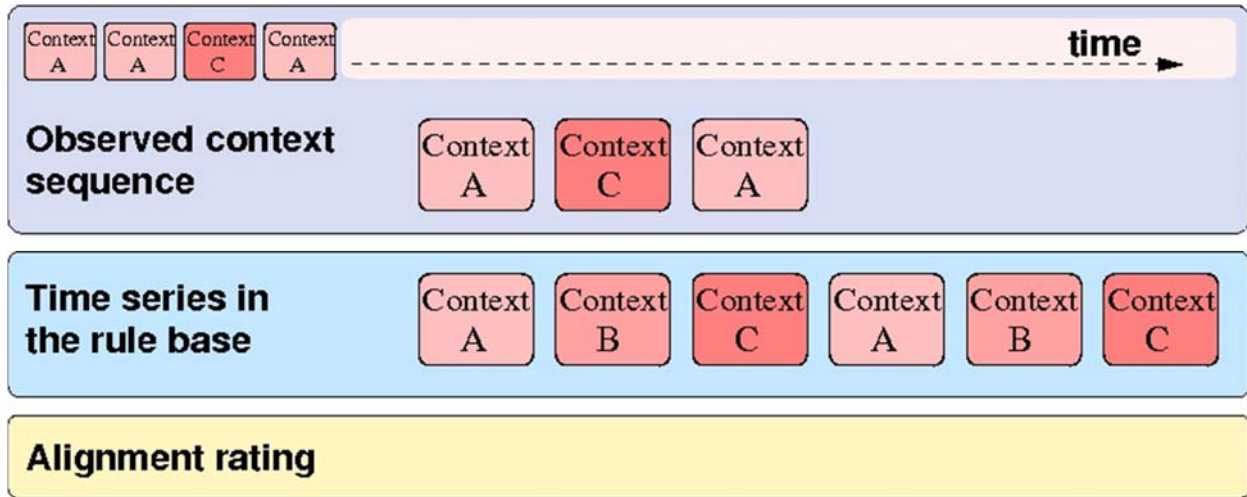
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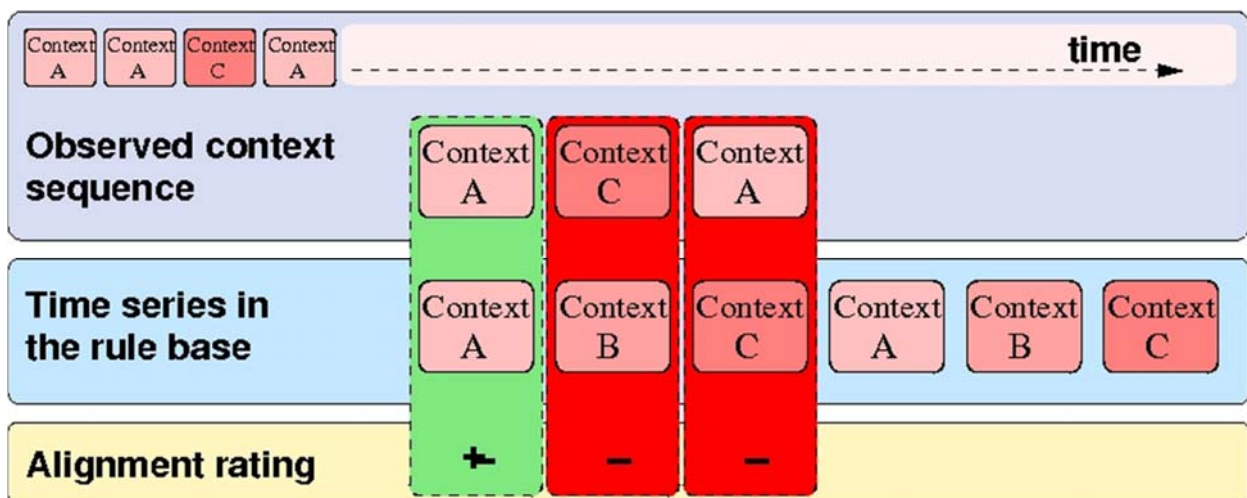
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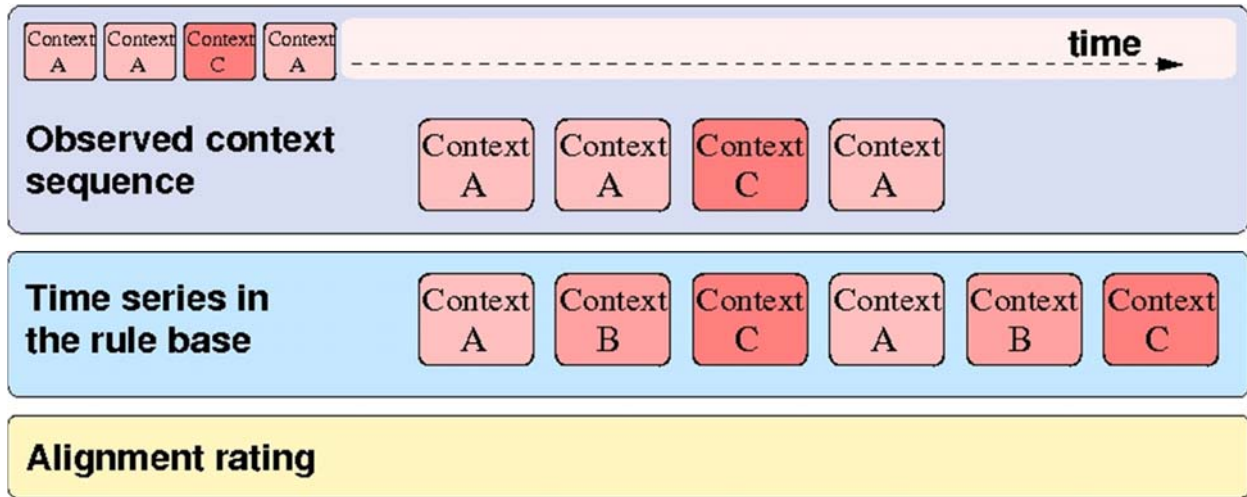
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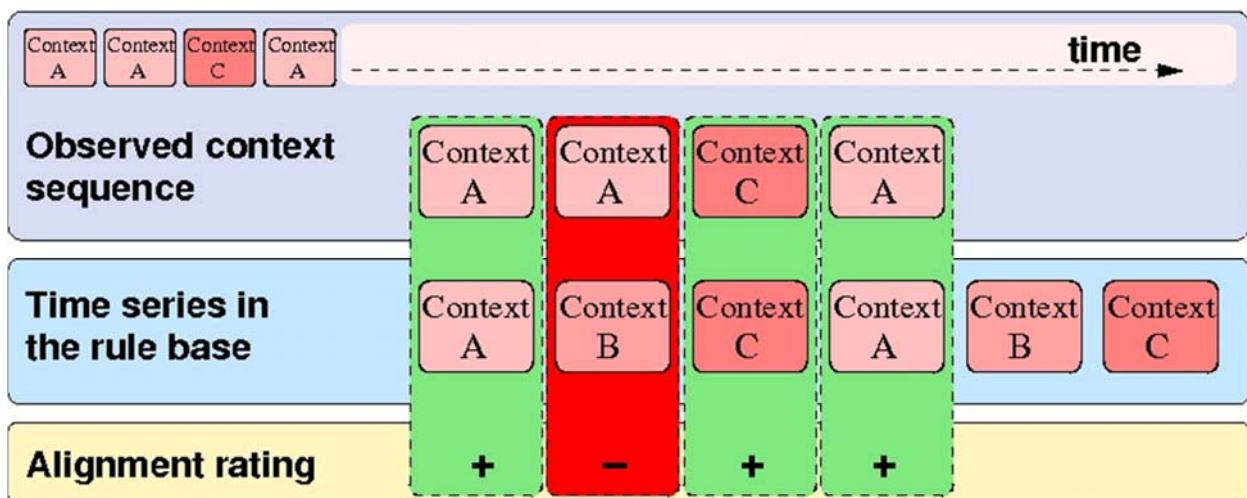
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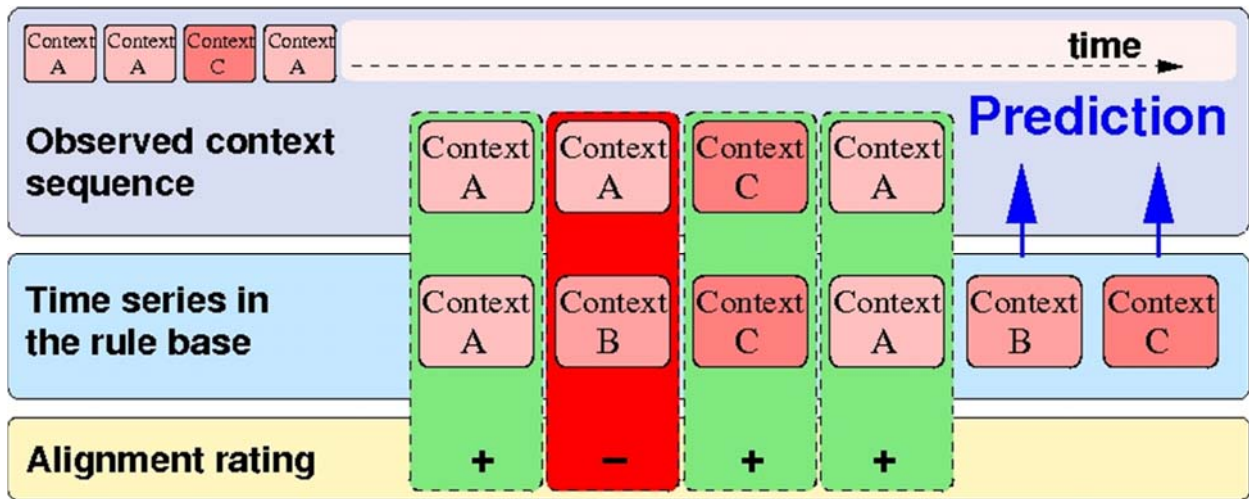
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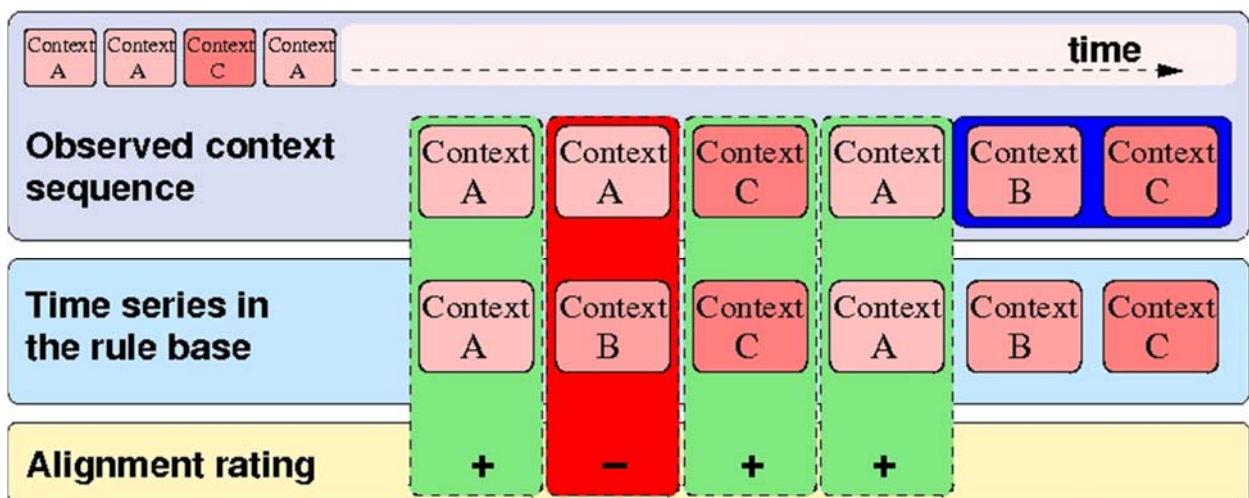
Alignment

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Alignment

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Mobile Sicht des Sohns

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Sicht aus Wohnung des Vaters

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Übersicht

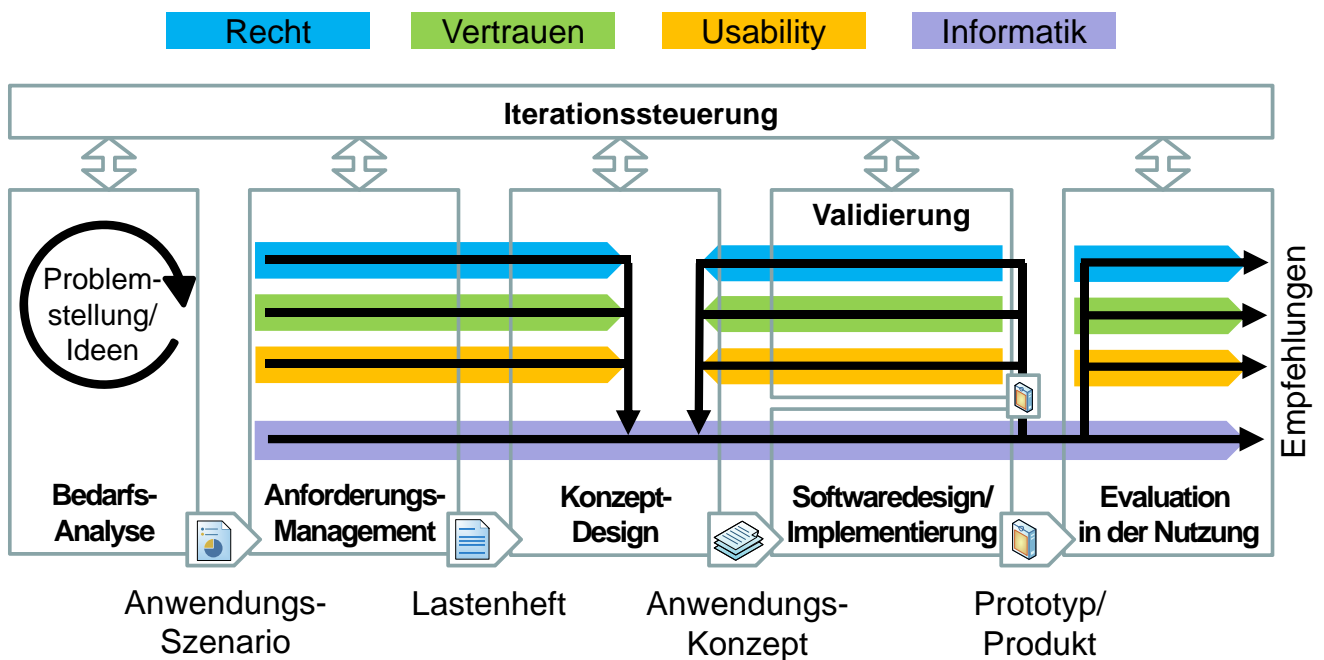
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UNIKASSEL
VERSITÄT

Übersicht Methodik V2



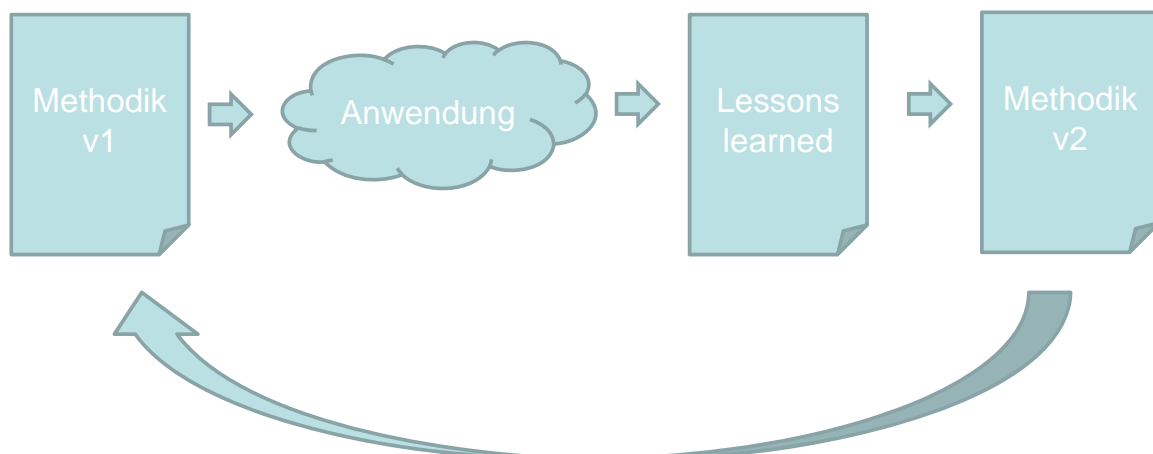
UNIKASSEL
VERSITÄT

- Eine Woche um:
 - Ein **kleine** ubiquitäre Anwendung zu entwickeln
 - Dabei Methodik v1 ausprobieren
- Ausprobieren
 - 2 Teams, interdisziplinär
 - Team 1: Anwenden der Methode
 - Team 2: Beobachtung und Evaluation der Methodik



Idee

- Eine Methodik muss man ausprobieren!
- Iterative Entwicklung



- Kleine Anwendung – große Methode
- Method komplett durchlaufen
 - Anforderungen
 - Design
 - Implementierung
 - Test
- Beobachten
- Lernen