

## NSCAD | Class 3 | Project: Integrated Image Editing App for Google Glass

Institution	NSCAD
Course	Intro to Interactive Design
Class	Nov 14
Project	Integrated Image Editing App for Google Glass
Grading	10% of course
Final Work Due	Nov 21 @ 9 AM ATL   email to <a href="mailto:adamoutsidethebox@gmail.com">adamoutsidethebox@gmail.com</a>

### Dramatic Introduction

You have always been a pioneer and entrepreneur. You're about to graduate at the dawn of Google releasing their revolutionary Glass product. You decide to partner up with a couple trusted buddies, lock yourself down in the basement with cases of Kraft Cheese and Red Bull, and not come out until you've developed a revolutionary new app for this awesome product. You vow this experience will shape your whole life including a fat pay cheque... and a cleaning lady to fix the basement after.

### Project Criteria

- Take advantage of any and all of Google Glass capabilities: semi-translucent hud-like display, high-resolution front camera, microphone, speakers, GPS, gyroscope / motion sensors, bluetooth, WiFi, cellular Internet, directional navigation (scroll left, scroll right, go up, go down, tap, double-tap), and lightweight flexible design. <http://www.google.com/glass/start/>
- The app must include basic functions like resizing, cropping, red eye correction, colour adjustment, annotating, and organizing pictures by date / location / folder.
- Budget and time limit: three-month development cycle for maximum 3 people.

### Deliverables

1. Come up with an idea for an innovative Photo / Image Editing App.
2. Decide on 3 to 4 goals related to main features and differentiators
3. Write a script + illustrations that describes the entire user journey from a person taking a picture using Google Glass camera to sending an edited picture to a friend by email
4. Develop a story board explaining the app experience
5. Provide minimum 2 interface designs to show key features
6. Provide User Test Script to measure how effective your app is to accomplish the 3 to 4 goals
7. Bonus: Use (A) the context of where the picture was taken plus (B) unique capabilities of the device (including connectivity with other devices) and (C) additional user information the device already possesses (profile and activity history)... to create unique app functionality.

Evaluation schema provided on the next page.

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Your Name	
Teammate A	
Teammate B	
Project	<b>Integrated Image Editing App for Google Glass</b>

### Evaluation: 10% of total course grade

Deliverable	% Worth	Criteria
Idea for the app	10%	<ol style="list-style-type: none"> <li>1. Achievable on the device</li> <li>2. Innovative / different from current similar mobile apps</li> <li>3. Takes advantage of unique device features</li> </ol>
Goals	10%	<ol style="list-style-type: none"> <li>1. Clear</li> <li>2. Relevant to the app idea</li> <li>3. Achievable</li> <li>4. Measurable</li> </ol>
Script + Illustrations explaining the user journey	20%	<ol style="list-style-type: none"> <li>1. Shows entire journey</li> <li>2. Clear division into stages / scenes / experiences</li> <li>3. Quality of script</li> <li>4. Quality of illustrations</li> </ol>
Storyboard explaining the app experience	20%	<ol style="list-style-type: none"> <li>1. Clear</li> <li>2. Achievable</li> <li>3. Well explained user interaction</li> <li>4. Can be user tested</li> <li>5. Quality of storyboard</li> </ol>
Minimum 2 interface designs	20%	<ol style="list-style-type: none"> <li>1. Achievable</li> <li>2. Innovative</li> <li>3. Designed for this device</li> <li>4. Quality</li> </ol>
User Test Script	10%	<ol style="list-style-type: none"> <li>1. Clear directions</li> <li>2. Achievable</li> <li>3. Reflects and measures pre-established goals</li> <li>4. Quality (contains all sections)</li> </ol>
How teammates score your project effort	10%	Score between 1 to 5 (highest) for: <ol style="list-style-type: none"> <li>1. Personal effort</li> <li>2. Team cooperation</li> <li>3. Quality of work</li> </ol>
Bonus: Create unique app functionality	+10%	<ol style="list-style-type: none"> <li>1. Achievable</li> <li>2. Innovative</li> <li>3. Uses all 3 device advantages (listed as A, B, &amp; C)</li> <li>4. Matches or extends pre-set goals</li> </ol>
<b>Total</b>	<b>Max. 100%</b>	
<b>Final student grade</b>		