

NSCAD | Class 3 | Project: Integrated Calendar App for New Sony SmartWatch

Institution	NSCAD
Course	Intro to Interactive Design
Class	Nov 14
Project	Integrated Calendar App for New Sony SmartWatch
Grading	10% of course
Final Work Due	Nov 21 @ 9 AM ATL email to adamoutsidethebox@gmail.com

Dramatic Introduction

You are frustrated. The first Samsung Galaxy Watch was anti-climactic. Sony's first SmartWatch also didn't take this device to it's full potential. You are determined to find a smart practical business application that will radically change the way people work, not simply copy an existing Android phone functionality. You figure a calendar app is a good start. Your close friends totally agree so you decide to take off the summer, build this pioneering app, and show Google engineers what you're made off.

Project Criteria

- Take advantage of any and all of the upcoming Sony SmartWatch 2 capabilities: touch-screen display, camera, microphone, speakers, voice command, gyroscope / motion sensors, Bluetooth, WiFi, Android phone integration, and lightweight flexible design.
SmartWatch 1 info: <http://www.sonymobile.com/us/products/accessories/smartwatch/>
- The app must include basic functions: on-screen reminders, viewing and editing existing appointments, creating or accepting new appointments, suggesting alternative meeting times, editing list of people invited, as well as some type of social media integration.
- Budget and time limit: three-month development cycle for maximum 3 people.

Deliverables

1. Come up with an idea for an innovative Calendar 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 using the app at work to stay aware of your schedule, creating new appointments, any social media integration.
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 natural integration between the watch and Android phone plus (B) unique capabilities of the device and (C) additional user information the device already possesses (includes information on the integrated Android phone)... to create unique app functionality.

Evaluation schema provided on the next page.

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Your Name	
Teammate A	
Teammate B	
Project	Integrated Calendar App for New Sony SmartWatch

Evaluation: 10% of total course grade

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