Announcements

- Final Project Proposals start on next Wednesday

Today’s Topics

- Final Projects
Greeting

- Peggy Smith
  Senior Manager of Mail and Receiving Services
  Danforth and Washington University School of Medicine
  Peggy_Smith@wustl.edu

- Lauriette Brady
  Danforth Supervisor and Workload Coordinator
  lmbrady@wustl.edu

- Jason Svejkosky
  Mail Operator and Tech Team Specialist
  jason.p.svejcosky@wustl.edu

WASHU Mail Services App

Make Mail Simple
Greeting

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WHO WE ARE

- Created WashUMaRs as an identifier for Business Media
- Danforth & WUSM Campuses, 8 Locations
- Student Mail (3 Centers)
- Shipping/Receiving Mail
- Staff/Faculty Mail and Package Services
- Metering/Stamps/Money Orders/Mailing Supplies, and much more
Objective

- Unite tech services for easy access
- Higher productivity thru training tools, sharing of resources
- Enforce Mail & Receiving policies
- Quick MaRs information and 24/7 access for Students/Staff/Faculty

TECH IMPROVEMENTS

- Updated Website
- Business Media (Facebook, Twitter/YouTube) (Links Below)
- Increased Access to Mail Services Tracking, Tools & Resources

Mail Services Website
WashUMaRs Facebook Page
WashUMaRs Twitter
WashUMaRs YouTube
WASHU Mail App

- Simple, multi-function application for quick information
- “Go To” for students, faculty, and staff
- Fast and easy reference point for Mail and Receiving Services

APPLICATION FUNCTIONS

- Locations and services provided
- Service hours
- Mailing instructions, instructional videos
- Reinforce mail & package policies
- Direct customers to contacts/services
As Mail & Receiving Services expands its technological resources, we would like to be able to include a Mail App
- WASHU format and branding
- Fluid transition to both Mail Services and Washington University links and applications
Project Descriptions (Due by Monday at 11:59 PM)

- Team Member’s names
  - Groups of 4 – 5 students
    - No “groups” of smaller sizes

- 1 Paragraph description of the project

- Project Name

Final Project Point Distribution and Due Dates

- The final project accounts for 30% of your final grade
  - Final project score is out of 100 points

- Final Project Group Description – 5 points
  - Due on Monday November 5th by 11:59 PM

- Project Proposal Presentation – 15 points
  - Submit as PPT, Keynote, or Google slides
  - Due on Tuesday November 6th by 11:59 PM

- Project Update – 10 points
  - Provide a brief description of what has been accomplished in the email
  - Submit code to demonstrate the accomplishments
  - Submit either a 30 second recording or multiple screenshots (5 max) of your app
  - Due on Sunday November 25th by 11:59 PM

- Final Project Code - 70 points
  - Due on Monday December 3rd by 11:40 AM

- Submit all portions of the final project to cse438ta@gmail.com

- Late submissions will result in a 0 for that portion of the final project

- Final Project groups consist of 4 - 5 people
Final Project Proposal Presentations

• We will start the final project presentations on Wednesday November 7th in class and continue them on Monday November 12th

• Each group will have 4 minutes to present their app

• Due to the large size of this course, some groups may not be able to present

• If someone from your group is not here to present your project you will receive a 0 that portion of the project

Requirements for Project Proposal Presentation

• Motivate the need for the app

• Explain the pieces involved in creating the app

• Show a distribution of work for each team member

• Provide a detailed timeline with tasks and deliverable dates
  – What will be accomplished by the update presentation?
    • Will you demo a skeleton GUI by the second update meeting?
  – What will you show at the final presentation?

• Include a wireframe for your entire application
  – Each “screen” of your app should be included
  – Consider using Keynote, PowerPoint, fluidui.com or ninjamock.com
Wireframes

Final Project
Student Ideas?
Apps from Previous Semesters

Matt Lanter’s App

- **WashU Maps**
  - Integrate with information about dining hours and menus
  - Adding campus transportation and metro bus routes to map along with schedules
  - Add department locations to map (e.g. it will show you which building they are in)
Matt Lanter’s Apps

- **WebSTAC**
  - Adding other WebSTAC functionality (grades, gpa, course listings, registration, registration worksheet, etc.)
  - Add Telesis functionality
  - Add support for adding campus card points (either using function of WebSTAC or https://acadinfo.wustl.edu/eTransact/)
  - Add other campus life information, such as dining locations, hours, menus, important phone number

Meetups

- **Created by Jake LaMountain and James Farner**

- **Helps you keep track of your friends’ schedules and locations**

- **Use GPS coordinates and a map of WashU**
I am Here

- Created by HT Kwon and Andrew Shaw
- Game where you “tag” your friends
- Uses coreLocation and mapSDK

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eFlick

- Created by Justin McClain and Simon Tam
- Game with a purpose
- Help tag events happening at WashU
- Uses core animation and gestures
iFitness Manager

- Developed by Eric Peters
- Continued on as an independent study
- Made it to the App Store
  - Paid and Free Versions available
iDrink

- Developed by Josh Mason and Julie Betlach

- Elevator Pitch:
  - Do you have various alcohols and other ingredients and need to make a drink, but don’t know what to mix together?

Gomoku and Sudoku
Amber Alert

Games with a Purpose

http://en.wikipedia.org/wiki/Human-based_computation_game