Today’s Lecture

- Case Studies
  - Evaluate several apps
- Last Lecture
  - Last Blog Post
  - Wed: Case Studies

Reminders
- Blog Post (Week)
- Final Project

CIFS – Course Feedback

- Yet another reminder
  - Don’t let your grades be held up
  - As of Tuesday PM (10/20) responses

Final Exam

- This room – ~8 AM – 10 AM
- Open book / open note
  - Open computer if you have one
    - It probably won’t help 😊
  - Highly recommend you organize your thoughts

Rules of Surface Design

- From the Infusion team blog
- Philosophical questions
  - Does it require the Surface?
    - Collaborative? Multiple directions?
    - Multiple people realistically involved?
    - Multi-touch required / helpful?
    - Do the same mechanics work with a mouse or single touch system?
  - Is there “magic” to the app?
    - Instant smile / playing
  - Cool vs. ROI?
    - What greater purpose does it serve?

Surface Design Rules

- Practical
  - Do not use windows or state
    - MessageBox.Show → Bad!
  - No red X to close
  - Surface = NUI → Natural User Interface
  - Do not have modal dialogs
    - Do not pass go!
  - Avoid standard Win32 app on the Surface
  - Keyboard bad
  - Web surfing bad
Do they follow their rules?

Surface Design Rules
- Practical
  - React to anything a user does
  - Support all orientations
  - Use sound

Surface Apps
- What attracts the user to your app?
  - Main Surface splash screen is called attract
  - Why do they want to touch it?

Discussion
- Obstacles to doing this
  - What do you think you could do?
    - Multimedia
    - Sound
  - What has been difficult?
    - WPF
    - Artistry
    - Testing

Candidate #1

Candidate #2