Today’s Lecture

☐ Case Studies
  ■ Evaluate several apps

☐ Last Lecture
  ■ Last Blog Post
  ■ Wed: Case Studies

Reminders
- Blog Post (Week)
- Final Project
□ 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
Seeing is believing

Microsoft Surface is available now for businesses and has a growing partner network designing applications that will change the way you think about computing.

Watch more videos

What’s new 18-Nov-09  Microsoft Surface Announces the Winner of the Touch First Developer Challenge
Questions?

- Weekly Blog
- Final Project
- Electronic Portfolio