

First meeting

April 26th; 13:00

Spoke about some of the ideas behind the project.

Cellphones and other mobile devices are built with the assumption that the user has access to a standard desktop style computer.

- Cloudlet computing: small computer networks removed from any formal networks
- Cellphone-as-a-client paradigm reversed: cellphones as servers
 - Use case: back up your cellphone/work data on somebody else's phone, when

Co-functionality

- The shared experience – people don't want to watch movies on their phone, they want to share experiences with their friends through their phones.

Device ecologies

- Collections of devices that have relationships with one another
- For example
 - Cellphone that interact with televisions
 - to control them
 - To retrieve information from them
 - To send information to them
- Related to ubiquitous computing.

Alternative project opportunity

A potential project involving cellphone interaction with a television was proposed by Prof. Marsden.

Action list

Each of the students were tasked to think about what it was they were hoping to achieve in the project, and what they hoped to explore in the project. Students were asked to email these thoughts to Prof. Marsden while he was away.

Second meeting

Preface

Through email correspondence the original project was chosen. Additionally, each student had been allocated a role in the project. This meeting was held in order to ensure that each role was clearly understood.

Bryan:

- Device discovery
- Connection monitoring

Tsu-Shian:

- Network connection
- File transfer protocol.

Sashen:

- User interface design

Given options of device platform:

Android or Windows Phone

Action list

Students were to think about the platforms for which they could be developing. Literature syntheses could now be written and completed.