Southampton

## Rich Applications info6005

Les Carr, Dave Tarrant

lac,davetaz@ecs.soton.ac.uk

**Electronics and Computer Science** 



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#### Key Aim

# Data Rich Applications and Open Data



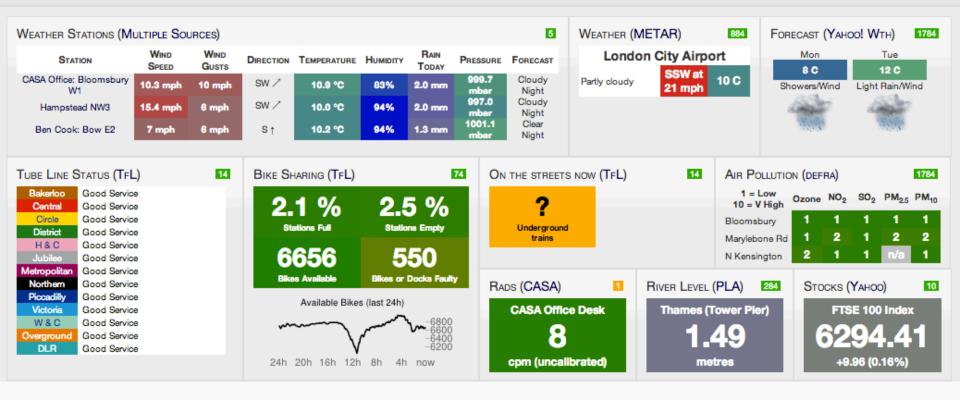


#### What is a data rich application?

#### London 51.51 N, 0.13 W

Mon 28 Jan @ 20:07:00

Go to Map - Go to Grid - Change City







#### Nike+GPS



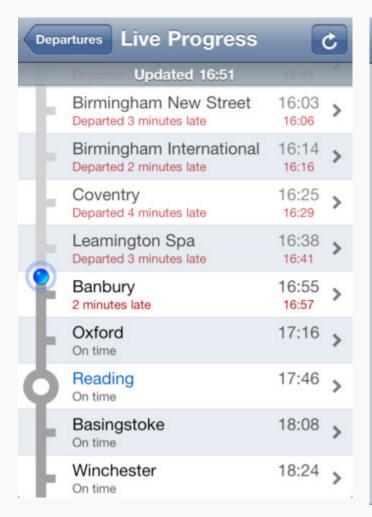






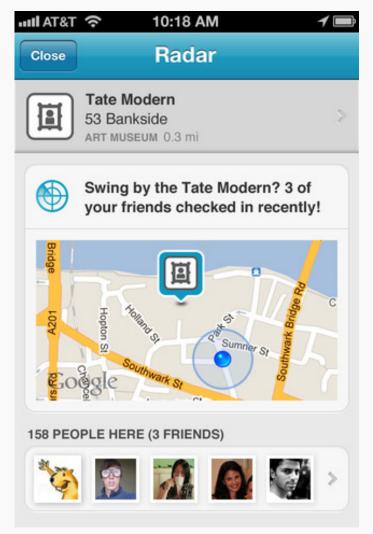


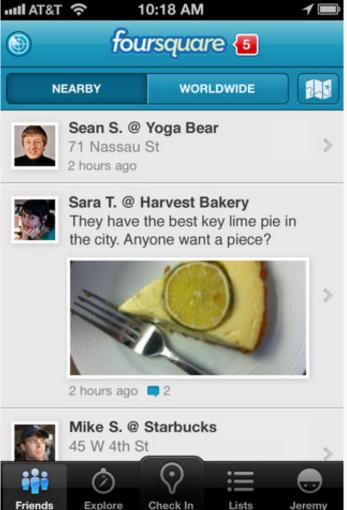
#### **National Rail**





#### **Foursquare**





Applications and data are resources which can be used to build new applications... quickly.

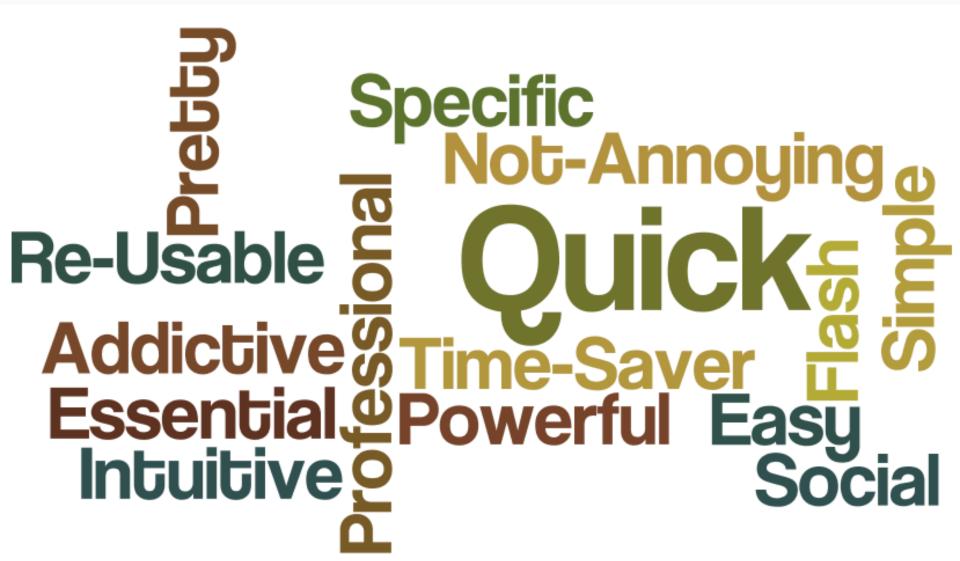
Rich applications source data and services from many places to provide something new.

Presented in the correct way, a simple breakthrough can make a \$RICH\$ Application.





#### What makes a rich application?



#### From the Course Outline (1)

- User centric (participatory) design
- HCI, user experience, limitations and success factors
- Top-down development and bottom-up design.

Now called UX Design

(User eXperience)



#### From the Course Outline (2)

 Evidence based research in developing rich, maintainable and usable applications.

 Main current debates within the discipline and theories informing these debates.



#### Lastly....

Agile





#### Recap...

• In this module we are going to look at the benefit of using open data to develop rich applications.

 By focusing on the end user and target market we are going to look at how to pitch a product and potential build a business.



#### **Course Topics**

Validation
Discovery
Alignment
Importing Open-Data
Linked-Data

AgileTop-Down
Mobile Development
Visualisation

User-eXperience
Re-UsabilityFocussed-Design
Addiction

Open-Innovation Intellectual-Property Marketing Pitching

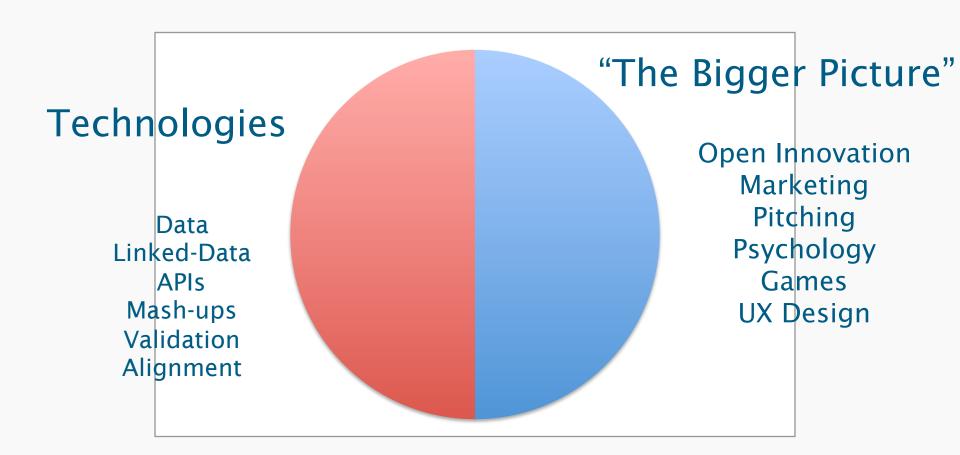


#### Lectures

- 2 a week until after Easter.
- Guest Lectures
  - Will fit in schedule dependent on guest availability
- Keep an eye on the website and turn up to find out what is happening.
- www.ecs.soton.ac.uk/notes/info6005



#### **Course Balance (Teaching)**





#### **Course Outline**

- First 5/6 Lectures
  - Open Data
  - Discovering Open Data
  - Importing
  - Validating
  - Aligning
  - Visualising

#### **Coursework 1 - Visualisations**



#### **Coursework 1 - Visualisations**

- Take a given data set and visualize the data for discovery and exploration in at least two different ways.
- Not sure if maps will be banned.
- Individually assessed.
- (To Be Confirmed)



#### **Course Outline**

- ~9 Lectures
  - Rapid Innovation
  - Mobile Development
  - UX Theory and Evaluation
  - Game Theory
  - Addiction
  - Open Innovation and IP
  - Pitching



### Coursework 2 - Develop and Present a Rich Application (Group)

- This is an open ended coursework however:
  - It must use at least two sources of open data
  - Must show good UX Design
  - Must be a product with a target market
  - Must use at least one technology outlined on this course.
  - Must have a working prototype that demonstrates above (not necessarily complete).



#### Coursework 2 - Assessment

- Each application will be pitched to a panel of professional judges (dragons)
  - The Pitch is worth a lot of marks
- Each application must be accompanied with report (~8 Pages, no more than 12) outlining design choices and target markets



#### Little tip for success on this course

#### Produce products, not code

(code is a tool used to produce a product)



#### Good Luck and Have Fun

