

Building Interactive Systems

HACK 2

Professor Bilge Mutlu | Spring 2023

Pop Quiz

What are the three mantras of this class so far?

1. —

2. —

3. —

HACK 2: Sensing Users¹²

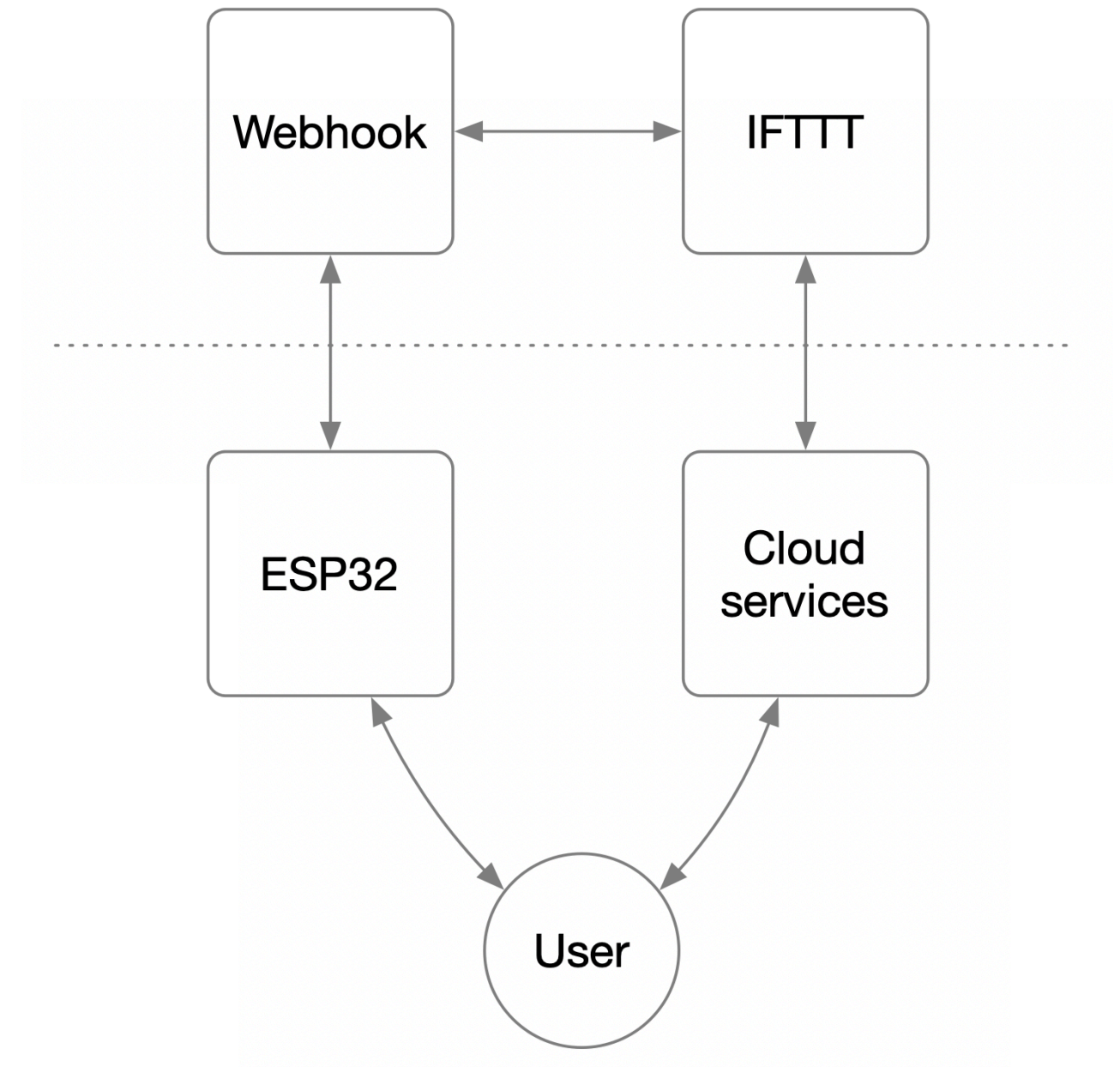
1. Brainstorm an implicit interaction application
 2. Models of the abstraction, system
 3. Prototype the application
 4. Demonstrate the application
- #1, #2 are due in 1 week
- #3, #4 are due in 2 weeks
- Report due in 2 weeks + 2 days



¹² [Image](#)

HACK Goals & Structure

- Your sensor and the services will interact with the user
- Sensing, services make up the "situation" abstraction
- Keep in mind that in Hack 3 might be building on Hack 2
 - Hack 3: Learning, adaptation, personalization



Logistics

- Pick up kits from me (CS 6381) Thursday, 12-3 pm
- Maintain the kits in good condition for reuse
 - Non-expendable vs. expendable parts
- New Teams channels will be formed today

Good luck, have fun!