

Pervasive Systems

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Lecture 16: Group Projects



Group Projects Structure

- ▶ Group-based Projects
 - ▶ 2-3 students
- ▶ Complete cycle
 1. Idea – usage scenario, mock-ups, user evaluation
 2. Design – architecture, component diagram, interfaces, protocols
 3. Development – agile tools
 4. Experimentation – real-world evaluation



Design Thinking

