#### Midterm Correction

Larry Rudolph April 6, 2007



Pervasive Computing MIT 6.883 Spring 2007 Larry Rudolph

1

## Playing Telephone Lessions

- What did we learn about playing telephone?
  - maintaining connections?
  - making new ones?
  - bars on phone?



Pervasive Computing MIT 6.883 Spring 2007 Larry Rudolph

### Implications?

- Scaling (do we need to care about this?)
  - Alternate communication channels
    - mesh -- phone to phone (bluetooth, wifi)
    - higher level, time division multiplexing
- Do we care?
  - Classroom, concert, stadium, rally (?)
  - Non-traditional communication



Pervasive Computing MIT 6.883 Spring 2007 Larry Rudolph

3

# Uses in classroom - education

- What is the pain in education?
  - lack of immediate feedback
  - lack of focus
  - missing crucial piece of information
- Larry's insight:
  - Learning is distributed in time and space



Pervasive Computing MIT 6.883 Spring 2007 Larry Rudolph

### Cricket Lessons?



Pervasive Computing MIT 6.883 Spring 2007 Larry Rudolph

5

# Next PS Non-verbal speaking

- Input: one hand, no vision, fixed partner
  - Morse code, xstroke, your own
  - Tap key or keys, any direction
- Output:
  - vibrate, audio tone, flash screen
- Challenge:



• Python C++ extension

Pervasive Computing MIT 6.883 Spring 2007 Larry Rudolph

## Symbian C++

- Strange Naming Conventions
  - always comes first but I think shouldn't
- Exception (throw & catch) but no garbage collection.
  - this is a big deal to overcome
- active object (rather than threading)
  - can be hardest to debug



Carbide: Eclipse-like, free, include tutorials

Pervasive Computing MIT 6.883 Spring 2007 Larry Rudolph

7