

# INTERACTIVE MULTI-TOUCH ARTWORK DISPLAY

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Shaocong (Scott) Mo & Michael Yao

NICT

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# PROGRESS update

- Changed layout of the puzzle game
- Completed masking half of the artworks
  - Waiting for high resolution images for some of the artworks
  - Waiting for short videos
  - SDMA will take up to 2 weeks for the images & videos
- Set up android development environment
- Set up android emulator and SDK
- Add andriod.jar and placesticker.jar library
- Solved the software problem between the java eclipse and an droid
- Solved the xml file error from the compiling time and runtime
- Solved the error from the xml and the main.java
- Made a sample placesticker code without user interface

# NEXT WEEK

- Study API for the location based devices and continue “deciphering” Japanese tutorials of the API
- Start making the interface for the android app
- Translating the Japanese API into English
- Used the file we made from the previous week to test on the placesticker

# JAPANESE CULTURE

- Gion festival is around the corner and many people in Kyoto are preparing for the festival
- People are building floats right now on the street
- Each float represent a city

# JAPANESE CULTURE



Eating something similar to okonomiyaki  
Together :D

Making the foods ourselves



# JAPANESE CULTURE



Human shaped cakes

Other PRIME students' apartment



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