**Final Report: Multitouch Interaction**
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**Summary**
As a part of Multitouch Interaction course, 'Good Morning (GD) project', which was aiming for making iOS application for iPad, has worked to study basics concerning Xcode, as well as to get the general understanding of development processes in mobile applications. All the plans what was planned in the beginning could not be realized at the end of this project, but the learning experience itself and challenges for new area for myself were valuable to guide next steps.

**Objectives**
Multitouch Interaction course project was aiming for brining basic understanding of openFrameworks/C++ with Xcode that is widely used for the development of iOS application, and making a simple interactive application through the programming language. Throughout the personal project in this course, Good Morning project was trying to grasp the moments of users' morning experiences through an iPad application and providing refreshing experiences in their mornings.

**Initial Concept**
The initial concept of GM project was making a morning alarm application that includes explanation pages, selecting themes, time adjustment, and playing video with sound. Throughout these basic functions, users would have a digital alarm clock making their mornings pleasurable, natural, and refresh. The swiping gestures and setting time were considered as main technical challenges for this project, and it was planned to implement during ten development days for a final presentation.

**Development**
Development processes were struggled with getting basic understanding of C++ language, and use of Xcode in the beginning. The first task in GM project was the realization of swiping gesture from the very first page to the end of page. While utilizing ofxGestureRecognizer, catching swiping gesture on screen was succeeded, but showing natural motion of transition between pages was higher level of task than I expected. Because of some of these difficulties to implementation, project concentrated on navigating users through swiping gestures, and naturally playing video with sound.

**Reflection**
As a whole, the learning experiences through Multitouch Interaction course was very delightful, since I could design an application by coding, and learning new knowledge, and achieving a task what I intended to make. Despite of uncompleted functions what I planned to make in the beginning, the realization of some of core functions was meaningful, and useful to understand Xcode. For example, even though the time setting function was the one of the most important and interactive part of GM project, it was not fully tried during the given project time. Instead of it, I focused on system navigation, and playing videos with sounds in different pages.

To be a working prototype to check basic usability, and user experience, all basic functions should work without big technical problems, but the current prototype has many issues until yet. Further developments for GM project are including enabling time setting function, natural transition between pages, more interactive factors in

theme pages with other buttons, e.g. preference and social network icons. In addition, other students' prototypes were relatively interactive than GM project, so if I could do this task again, I would focus on one page that has simple and clear interactions to grasp the core idea of this course. For the further studies, similar projects with GM that have other challenges will be tried as a personal study.