



# iOS Club Final Presentation

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# Overview

- Club Mission
- Short Term Plan and Execution
- Long Term Plan
- Recruitment



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# Club Mission

- A multi-faceted club that inspires creativity and development of technology among the DKU student population
  - Accessible for beginners, advantageous for the experienced
- Vision
  - Open social events to bring together the student body
  - Teaching sessions for programming beginners
  - Multiple development projects run by subgroups

# Short Term Plan

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# Design Competition

- Planning
  - Time and Space
  - Prizes
  - Expected Participants
  - Content and Deliverables
  
- Advertisement
  - WeChat Group
  - Email
  - Posters

Daily Plan					
Time	Task 1	Who?	Task 2	Who?	Task 3
12:00	Set Up	Rose, Rodney, Yuandong	Food Reception	Cody	
1:00	Registration Table	Rose	Food Distribution	Cody	Supplies Handou
1:15	Present	Rodney, Cody			
1:45	Workshop Helper	Yuandong, Rose	Break	Rodney, Cody	
2:15	Workshop Helper	Rodney, Cody	Break	Yuandong, Rose	
2:45	Workshop Helper	Yuandong, Rose	Break	Cody	Invitation to Pres
3:15	Workshop Helper	Rodney, Cody	Break	Yuandong, Rose	
4:00	Judge	Everyone + Prof. Chang			
4:30	End				

Rubric for judging presentations:

Score	4	3	2	1
Innovation	An engaging, new, and unique idea that uses AR in a creative way	Has an interesting idea but uses an already common form of AR, or has a less interesting idea but with a unique use of AR	A mediocre idea that may not sound very engaging, and does not do anything new with AR	An idea that copies an already existing game, or an idea that is not clear or engaging
Feasibility	Ambitious and creative, but is realistic and within the scope of near-future developments	An interesting idea, but may be a bit too demanding with its technological expectations	The idea is much too demanding of an app or would require significant technological advances to be possible	The idea is very unrealistic and could not be developed for an app any time soon
Design	App concepts are clear and pleasant to look at, and represent what a professionally developed app may look like	App concepts are clear, but may be a little rough around the edges. Ideas may not be fully developed	App concepts and designs are there, but seem rushed or not thought through	App concepts are nonexistent or appear to be low effort



# Design Competition

- Planning
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  - Prizes
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  - Content and Deliverables

- Advertisement
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  - Email
  - Posters



DKU iOS Club: A  
DI ○ DKU  
收件人:  
Dear DKU Comm  
The below email  
We are thrilled to  
Competition! T  
The AR Design C  
creativity in desig  
You do not need to know how to code to participate in this event. We welcome everyone, regardless of their coding ability, to join us and come up with brilliant app design ideas. If you do have coding skills, though, you can code your idea and present it at the end of the event!



# Design Competition

- Running:
  - Event Preparation
    - Setting up IB2071 at 12:00
  - iOS Club Introduction
  - AR Design Brainstorming
    - With us as peer mentors to keep track of the progress
  - Final Presentation and Evaluation
    - 4-6 minutes of presentation; the evaluation is a mixed approach: us + blind vote from all teams

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# Design Competition

## Introduction



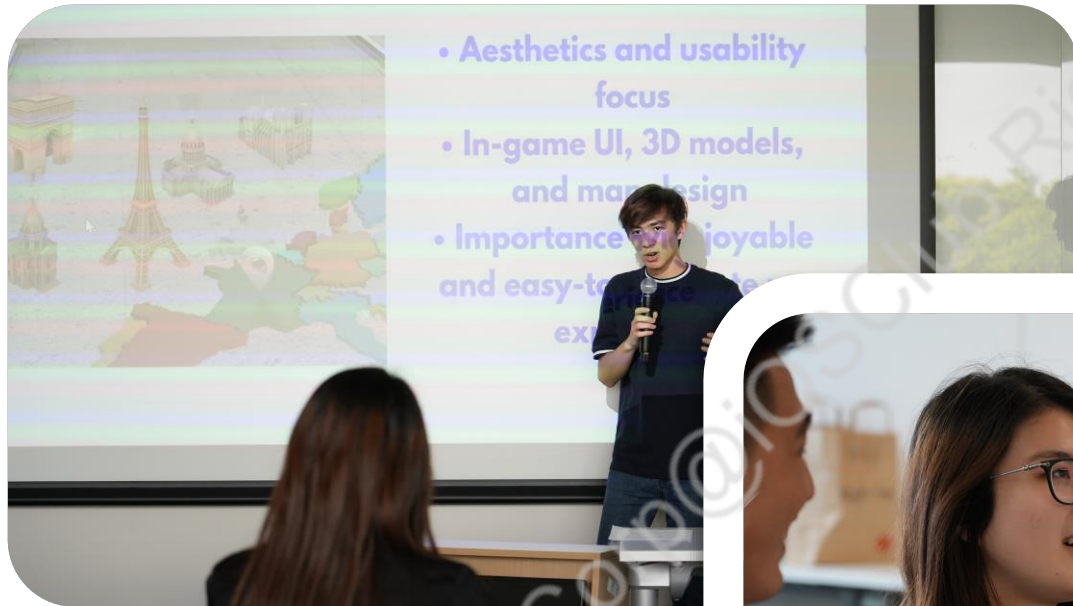
## Brainstorming





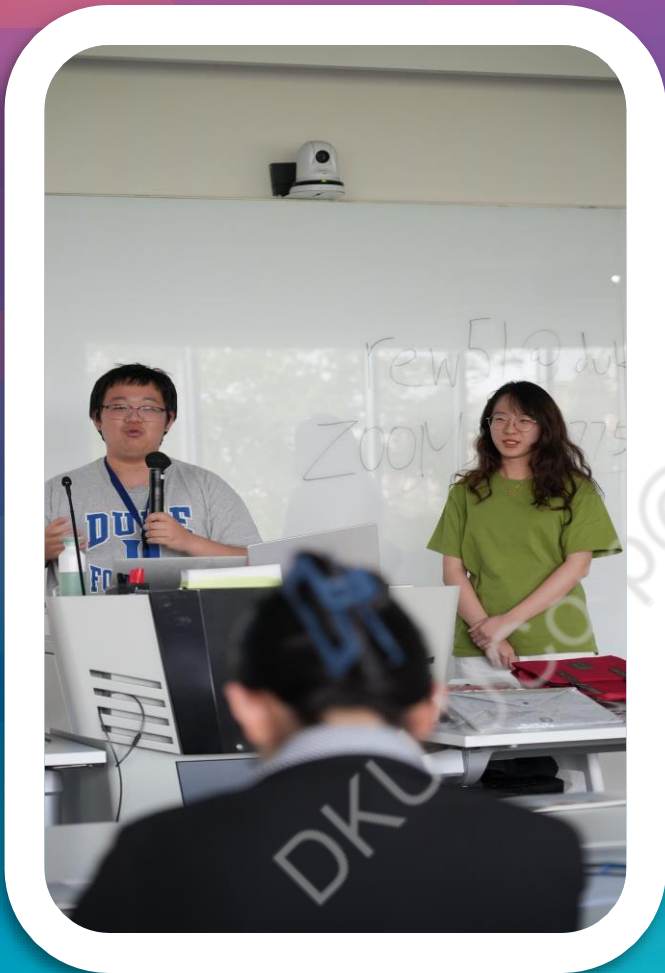
# Design Competition

## Presentation and Evaluation



# Design Competition

AR Pet



# Design Competition

## AR Fishing

### User interface

The fishing rod can help to stimulate real action through different level of vibration according to the type of fish that bite.

When the fish bite, the player need to rotate the wheel to pull the fish to the shore. The wheel will feed different level of force back depending on the size of the fish



### Target audience

1. People who aren't available to go fishing whenever they want.
2. People who can't afford highly expensive fishing equipment.
3. People who suffer from mild mania of other type of psychological symptom.





# CAB Festival

- Ran a booth with sample AR games
- Served snacks and spread awareness about the club
  - Met several people interested in development projects and learning how to code



# Long Term Plan

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# Components

1. Teaching

2. Group Project

3. Social

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# Teaching

- We will get Swift instructor certification
- Target Audience
  - Coding beginners
  - Incoming freshmen
- Weekly one-hour lessons
- Certificates for those who take the class



# Group Project

- Yearly student-run development projects
- Team size is determined by participants
- Target Audience
  - Participants of two competitions
  - Participants of hackathons
  - Programming enthusiasts
- Purpose
  - Project sharing and evaluation
  - Project progress management



# Social

- Monthly events:
  - Including field trips (Student Salon/ Campus Visit/ Company Visit...), hackathons, competitions, guest speaker talk, etc.
  - Team of 4-5 people
  - Planning, marketing
- Target:
  - Members
  - All DKU Students

# Future Events

- WWDC Student Swift Challenge
- Field Trip
  - Student Salon/ Campus Visit/ Company Visit...)
- Guest Lectures
  - Starting with Mr. Gao, Professor Long
- Club Fair
- Info session
  - Beginning of classes, projects
- 2nd Social Event

## 开始你在 Apple 的工作

学生沙龙 & Apple 招聘  
4月19日 同步线上线下的

### Students Salon

我们将在温州举办学生沙龙活动，同时带来在 Apple 实习 & 全职的工作机会！

4月19日晚 19:00-21:00

诚挚地邀请温州地区高校的在校生 & 应届毕业生参加线下活动；  
诚挚地邀请全国高校的在校生 & 应届毕业生加入线上直播互动！

#### 我们将带你：

- 📍 加入 iOS Club / iCreate Club，与不同高校的同学们一起参与更多主题活动；
- 📍 深入了解 Apple 的公司文化和价值观；
- 📍 与 Apple 教育资深工程师了解最新技术；
- 📍 获取 Apple 零售团队相关职位的详情，发现更多工作机会



# Leadership Positions and Recruitment

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# Leadership Positions and Recruitment

- Coding Instructor (2-3 people)
  - Assist in teaching basic Swift
- Event Coordinator (4-5 people)
  - Assist in planning, advertising and running the iOS club events
- Project Peer Mentor (1-2 people)
  - Assist in providing constructive suggestion and feedback to the student projects in iOS club

# Coding Instructor

- 2-3 instructors
- Rodney and Cody
- Have already recruited another person to teach



# Event Coordinator

- 4-5 managers
- Yuandong and Rose
- Are actively recruiting



# Project Peer Mentor

- 1-2 mentors
- Rodney and Cody
- Along with group project representatives





Thank You!

