

# Mobile computing

Úvod

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C601

## Podmienky absolvovania:

Cvičenia 50 bodov, min. 25 bodov

- Android aplikácia

Skúška 50 bodov, min. 25 bodov

- Test

## Prednášky:

1-7. týždeň Android

8-11. týždeň Social computing, gamifikácia

12. týždeň (alebo iný týždeň v semestri)

Pozvaná prednáška

Pozvaná prednáška: povinná účasť

## Cvičenia:

- Android Studio
- Android SDK
- Kotlin

# Picturephone, 1964



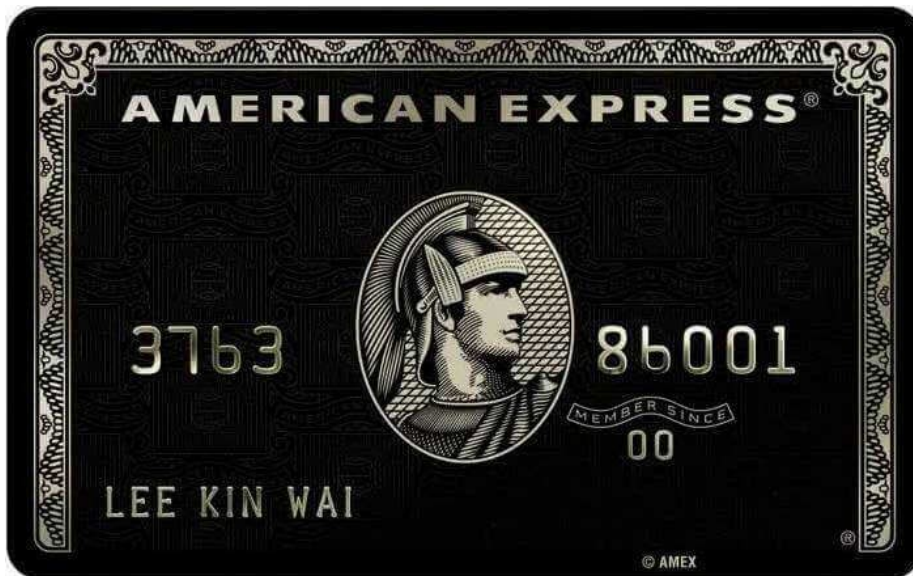
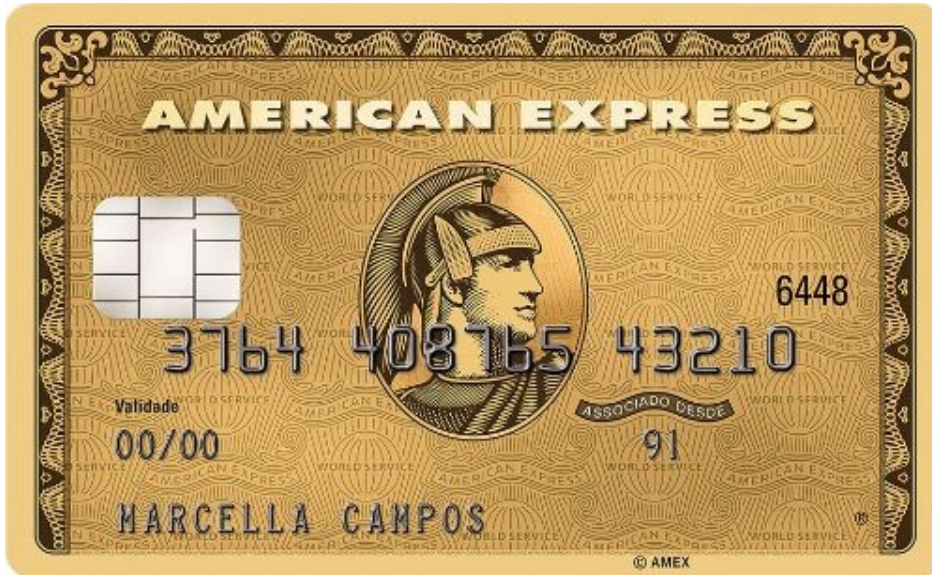
Cena 160USD/mesiac,  
približne 1000USD/mesiac  
dnes.



**AMERICAN BOY**

Dvadsaťtriročná Alena Spáľenská prišla na to, že má ADHD, len pred dvoma rokmi, keď sa učila na štátnice zo žurnalistiky. Napovedal jej TikTok, keď jej začal ponúkať množstvo videí o tejto poruche, v ktorých sa až podozrivo spoznávala. Teraz študuje psychológiu a na sociálnych sieťach šíri osvetu o ADHD.

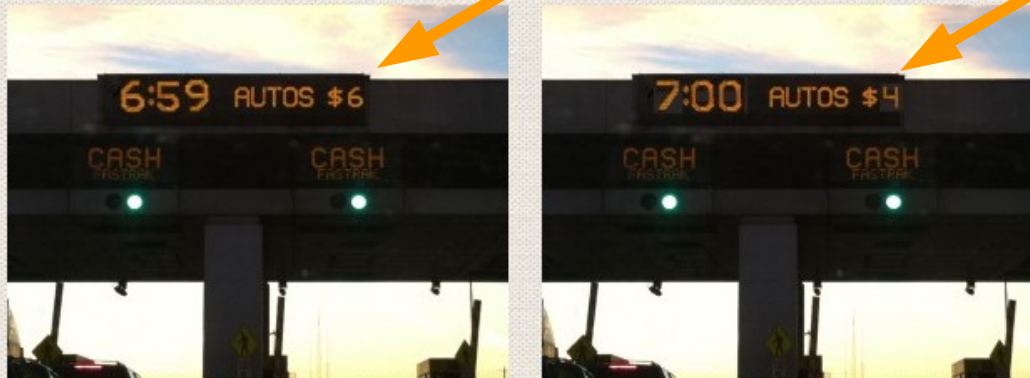




# Gamification can kill

## Gamification Can Kill

Posted on 23rd March, 2012 by Nicole Lazzaro in Uncategorized. 2 Comments



### Cubicles are Cages for People

Let's face it, cubicles are cages for people. If the average workplace or school were a zoo, the human society would shut it down for the one simple reason that it fails to provide the mental furniture required for people to do their job. We need Aeron chairs for the brain to focus attention and aid problem solving and enhance feelings of challenge, mastery, and accomplishment. Enterprise software, digital media tools, and even email can benefit from game-inspired engagement techniques. Schools structure kids to work in factories that no longer exist – except in Asia.