

# The Widget Wonder Workers

IPRO 312: Widget Applications to  
Enhance the Tru2Way Consumer  
Experience

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# Overview

- Widget development for Tru2Way platform
- What is a widget?
- Divided work between Development and Testing teams.

# Problem

- What are the hardware requirements and metrics to implement the widgets?

# Project Goals

- Identify metrics
- Develop test application
- Plan to gather metrics data
- Secondary goals:
  - New widget application ideas
  - Consumer usability

# Goal Progress

- Identified metrics
- Test applications in development
- Test plan started

# Obstacles

- Usability concerns — lack of sufficient technical documentation.
- Emulator restrictions—limited error-checking.

The screenshot shows a Twitter login interface. At the top left is the Twitter logo. Below it is a list of tweets:

- Going to the beach in an hour
- Just go off the bus
- Watching TV
- This homework is crazzyy!!

Below the tweets is a login form with two input fields labeled 'username' and 'password'. A virtual keyboard is overlaid on the form, with the letter 'p' highlighted. A blue speech bubble points to the 'p' key. At the bottom of the form is a green 'login' button.



INFO RI.LE OpenGL:common - opengl\_init\_environment -- called with win -200, width 640, height 480  
INFO RI.LE - window\_init returning Window ID: -200

Welcome to RIEmulator!



# Anticipated Challenges

- Applications not running properly
  - Develop further
- Difficulty reaching a solution to given problem statement
  - Research emulator
  - Affected project timeline



# What We Need From You

- Package tracking numbers
  - FedEx, UPS, USPS
- Send to: [hccaus@nate.com](mailto:hccaus@nate.com)
  - Subject: Tracking numbers

