

# Model Editor for Digital Signage

Final Presentation - May 2, 2018, 11:00am

11:00	DSME vision/Objectives	Michael Fryer
11:05	Environment	Michael Fryer
11:15	Features/Use cases	Zachariah Valenzuela
11:20	Functional Requirements	Zachariah Valenzuela
11:25	Quality attributes	Zachariah Valenzuela
11:30	What is missing	Michael Fryer
11:40	A few more questions	Michael Fryer
11:45	Future enhancements	Zachariah Valenzuela
11:50	Thank you!	Zachariah Valenzuela

# DSME Vision

## Vision:

- The DSME is a graphical editing tool for exhibit developers who are interested in building effective, interactive digital signage for exhibits, helping the developer visualize how concepts work together by focusing on the knowledge of the exhibit. The system creates portable and reusable JSON files used by the signage system to highly tailor the signage to the needs and concepts related to individual exhibits.

# DSME Objectives

## Business Objective:

- Make it efficient to create and modify digital exhibit signage, increasing signage effectiveness and encouraging visitors' return visits.
- Starting from pre-existing digital videos, make it possible for a new user, with the help of a guide, to create interactive digital signage for an exhibit within 3 hours, and subsequently to make simple changes to the signage within 10 minutes.

# Digital Signage Goals

The editor will likely be used with differing goals:

- Tailor a display toward leading a viewer
- Tailor a display toward allowing a visitor to explore

# DSME Users

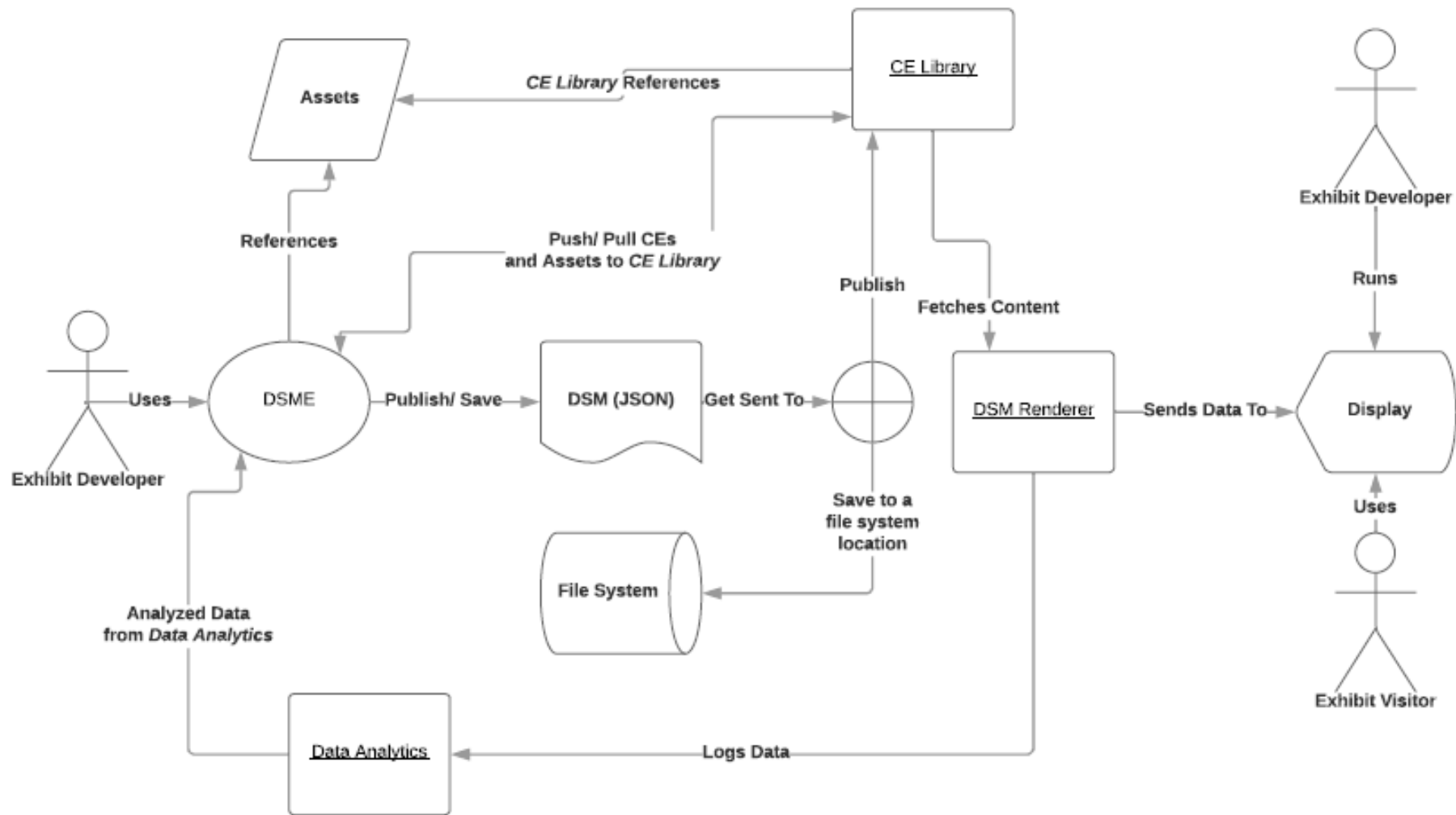
## DSME Users:

The only users of DSME will be “exhibit developers”.

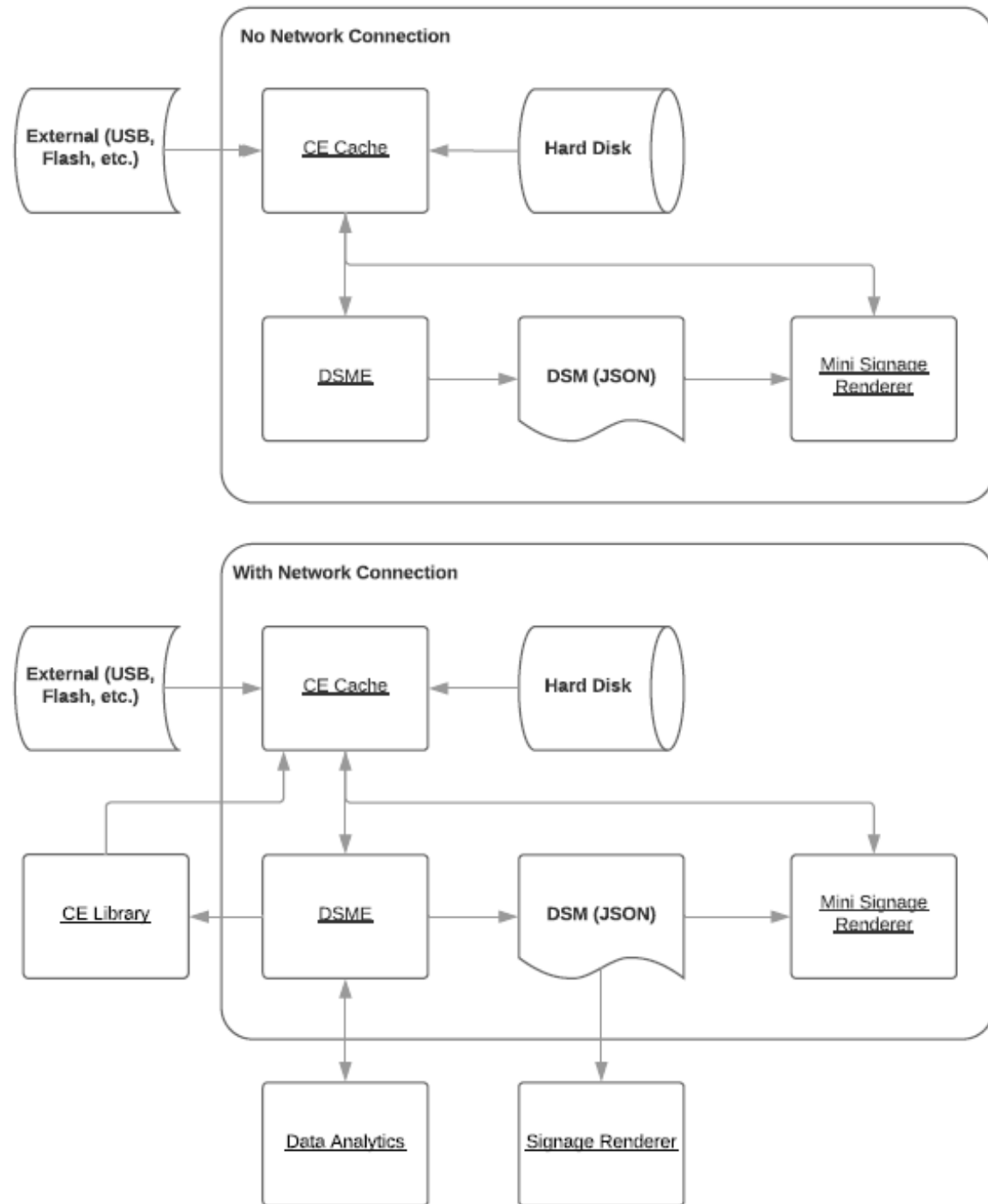
The skills of “exhibit developers” include:

- Domain expertise and knowledge structure, e.g. the ability to find relationships amongst the assets of a topic.
- Creating, obtaining and managing assets in external or local storage.

# DSME Environment



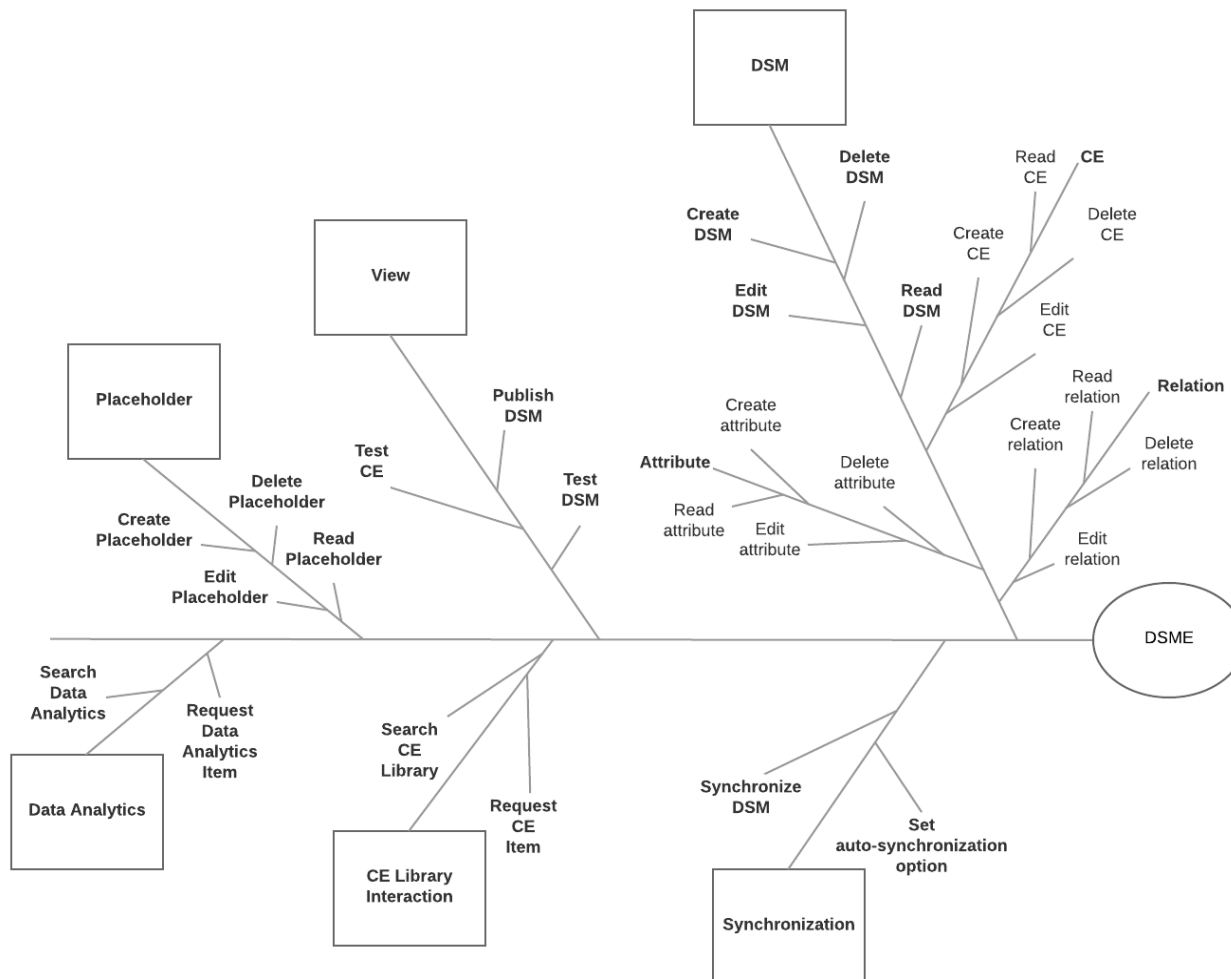
# Hardware Model



# DSME Features

## DSME FEATURE TREE

Zachariah Valenzuela | April 28, 2018





# Prioritizing Use Cases

High	Medium	Low
<ul style="list-style-type: none"><li>• Create DSM</li><li>• Open DSM</li><li>• Edit DSM</li><li>• Delete DSM</li><li>• Create CE</li><li>• Read CE</li><li>• Edit CE</li><li>• Delete CE</li><li>• Create Relation</li><li>• Read Relation</li><li>• Edit Relation</li><li>• Delete Relation</li><li>• Create Attribute</li><li>• Read Attribute</li><li>• Edit Attribute</li><li>• Delete Attribute</li></ul>	<ul style="list-style-type: none"><li>• Publish DSM</li><li>• Test DSM</li><li>• Test CE</li><li>• Create Placeholder</li><li>• Read Placeholder</li><li>• Edit Placeholder</li><li>• Delete Placeholder</li></ul>	<ul style="list-style-type: none"><li>• Set Auto-Synchronize Option</li><li>• Synchronize DSM</li><li>• Search CE Library</li><li>• Request CE Library Item</li><li>• Search Data Analytics</li><li>• Request Data Analytics</li></ul>

# Functional Requirements

- **R06: Delete CE**

The system shall facilitate deleting a CE. The system shall receive an indication to delete a CE. The system will list the relations that will be affected by the deletion, then obtain confirmation to delete the selected CE. If a confirmation is received, the system shall delete the CE and the relations associated with it, otherwise the existing CE shall remain unchanged.

Rationale: CE's may become no longer needed.

Priority: Medium, if a CE does not have a relation it will not be picked by the signage renderer making the ability to delete less significant than other functions.

# Quality Attributes

- Interoperability
- Reliability
- Supportability
- Usability
- Supportability

# What Missing

What is missing:

- List of allow media types to be used as assets
  - For each type, is one placeholder sufficient?
  - What customization is wanted for each type?
- CE Library interface
- Data analysis interface
- How this SRS relates to the existing editor, and how we'll go forward.
- Are attributes associated with a DSM, or for the whole system?

# What Missing (continued)

- Placeholders

# Publishing Placeholder Question

- Could a notes field be added to CEs to remind exhibit developer to add items be used instead of the capability of publishing a DSM containing placeholders?

# Future Enhancements

- Users creating their own placeholders.
- Possibility of publishing DSMs that contain placeholders that may be published.

Thanks!