



Prof. R. Wattenhofer

DiscoMark for the Masses

DiscoMark is an Android Real-World Benchmarking Application developed in our group. DiscoMark is used by many people around the world to determine the real-world performance of their phones. Recently, AnandTech has started using it in their smartphone reviews. Yay!

Having many users is not just good for the ego though; we also gather a lot of data and can therefore gain a better understanding of the real-world performance of many different phones, without having to manually test them ourselves. However, we still have a long way to go. Detailed data analysis, especially for lesser-known phones, requires exponentially more data. Currently, DiscoMark is also a little too “geeky” to attract a wide audience.

The goal of this thesis is to improve DiscoMark, mainly focusing on usability and user-experience, with the goal of gaining more users and therefore collecting more data. Depending on the interests of the student(s), it is also possible to refactor parts of the project and improve the server-side (since this might also improve the user-experience). Note that you will be working with existing code. However, for better or worse, you will be working together with the creators of the App, which should take away much of the usual pain when working with existing code.



Requirements: Creativity and an interest in usability and user-experience. Prior experience with Android programming is helpful.

Interested? Please contact us for more details!

Contacts

- Pascal Bissig: bissigp@tik.ee.ethz.ch, ETZ G95
- Gino Brunner: brunnegi@student.ethz.ch, ETZ G63