

Project proposal & time-frame

INF4060 – Interaction Design

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“Minesweeper”

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Background

The University Library currently states that they do not have a booking solution for group rooms. We believe that many students decide not to visit the library because there are too few rooms available, and that they are usually taken.

This, however, is currently just a hypothesis. Our group have concluded that a solution for group room reservation should increase the probability of visits, as well as making it easier for students to find rooms. This in itself, however was not quite enough to warrant our project. We also wanted to create something with a social aspect, and an incentive for both using the program and the library.

The idea

The very basic idea is a system that would let students book a room. This can be done with the booking solution we are developing. We have not yet decided which platform to develop for. We are discussing mobile web app, native app or website. Our programmer is most proficient with iOS, and quite uncomfortable with web applications, so it is likely that we will develop the prototype for iOS.

We do not just want this to be a pure booking system. We want to offer more exciting features to increase users' interest and to motivate them.

We thought of a social feature, where the users can announce the topics of their discussions in said rooms, and if there are chairs available users can enlist available seats to other students. The users of the applications would then be able to see what is being discussed in the library, and if anything they were interested in came up (with seats available), they would click a button to sign up - and simply go join them physically in the room. We believe this would be a great idea for students to meet others with similar interests.

Topics can be announced in a public feed and if desired, users can enable push notifications for certain topics. Then users can receive notifications when one of their favorite topics is discussed in any group room. To validate reservation, users are obligated to check in when they arrive. In this way we can avoid misuse of the reservation system. A check out solution should also be possible. Then other users can see in real-time if a room is available sooner than expected. We also wanted to add fun feature we would like to call "*the treasure feature*". Every day the system randomly selects a room to contain a "treasure", e.g. "free coffee in the cantina." The whereabouts of the treasure remains unknown until the users checks in at the reserved group room.

Approach

We plan to use an iterative approach. Each iteration will result in a testable prototype for usability testing. Data from tests will give us important feedback to take into consideration for next iteration.

Iteration #	Description	Timeframe
1	Decide which platform to develop for. Complete schematics/mock-ups.	Week 37 - 38
2	Complete basic functionalities.	Week 39 - 41
3	Integrate sensors in each room and synchronize with application.	Week 42 - 43
4	Integrate social functionalities	Week 44 - 45
5	Integrate reward system (treasure room)	Week 46
6	Finalize prototype	Week 47