

Smart Campus: Capturing experiences

Goal

This project is aimed at exploring how people capture experiences and how technology can support them in this activity.

Description

In particular, two Smart Campus applications will be used in this project: ViviTrento and LifeLog. ViviTrento is an application which allows users to find places (e.g., museums, offices, restaurants and bars) and events (e.g., concerts, movies, parties and seminars). Users can also add their own stories and share them with other users. LifeLog is an application which allows users to collect experiences in form of photos, videos, audio or text. Experiences can be also organized and shared with other users.

During this project students should identify and develop possible scenarios where these two applications can be combined. For example, in the past we have used the combination of ViviTrento and LifeLog functionalities to create an application for the pre-opening of the MUSE. This application allowed users to follow predefined itineraries to visit different artworks located in Trento, create their own itinerary and access additional relevant information such as bus-timetables and parking spaces. It also allowed people to take pictures of their experience, rate the different artworks and share it with other users.

Methodology

In this project, participants will be required to follow a user-centered design methodology. The project will start with an evaluation of existing applications and a proposal of redesign recommendations. Then, students will work on the conceptual design and low-fidelity prototypes, which will be evaluated with users. Finally, students will consider the insights gathered in the evaluation of low-fidelity prototypes to develop high fidelity prototypes and perform a final user evaluation.

Note: those students who want to implement their prototypes can have the possibility of developing a functional application. Depending on the feasibility and quality of the conceptual design, students could be supported in the development task by members of the Smart Campus project. In any case, implementation is completely optional.

Milestones (total duration: 9 weeks)

Intermediate deliverables are meant to be a checkpoint for us to assess your work and for you to better organize it. Therefore, they have deadlines which you are expected to meet.

- *2nd week*: Evaluate ViviTrento and LifeLog apps. Write a report on identified issues and elaborate on possible redesign strategies;

- *5th week*: Elaborate on the concept of “*capturing experiences*”. Develop a conceptual design (i.e. envision possible scenarios of use, create low fidelity prototypes) and perform a user evaluation. The report will contain a description of the followed methodology, produced material and results;
- *9th week*: create high fidelity prototypes and optionally implement them. Perform a final user evaluation. The final report will contain the high fidelity prototypes and results of the evaluation, summarizing all work done.

Each member of the group should involve at least three users in the evaluations of the prototypes. The final deliverable is due by December 19th and accounts for an 80% of the final mark. No reports will be accepted after that date and no extensions will be allowed. Feedback meetings will be organized every 10-15 days; each group is invited to book a time slot to review the progress of their work.

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