



**A Playdate Platform for Parents
to Explore Activities**

4495 Applied Research -- -- Section 001

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Jan 22, 2025

Introduction

Domain and Background

In today's fast-paced world, where work-life balance is often a challenge, parents are increasingly seeking ways to enrich their children's lives through social interaction and engaging activities. Playdates provide a valuable opportunity for children to develop social skills, build friendships, and engage in creative play. However, for many parents, organizing these social gatherings can be a daunting task. With demanding schedules, managing multiple responsibilities, and balancing daily routines, finding the time and energy to plan playdates becomes difficult. Moreover, the process of discovering suitable playdate activities, finding the right venues, and connecting with other parents who share similar interests or parenting styles can be overwhelming.

Even though parents want their children to socialize, planning successful playdates can be harder than it seems. Parents need to think about many things, like choosing age-appropriate and fun activities, picking a good location, and making sure other families are a good match. Even when everything seems right, finding other parents who are available and interested in the same activities can take a lot of time and be frustrating. As a result, children and parents miss out on chances to connect and enjoy social time together.

To solve these problems, this project aims to create a platform called **MiniMates**, which simplifies the process of planning playdates. **MiniMates** will allow parents to explore fun and age-appropriate activities, find local venues like parks or play centers, and connect with other parents who are also looking to arrange playdates. By bringing everything into one place, MiniMates will save parents time and effort, helping them plan playdates more easily while still keeping up with their busy lives.

The goal is to make it simple for parents to find great playdate opportunities for their children, making it easier for kids to socialize and for families to enjoy time together.

Proposed Research Project

Research Design and Objectives

The project aims to develop a user-friendly app for arranging and managing playdates by connecting parents based on shared interests, location, and available time slots for social activities. The research will focus on developing features for posting and discovering events, as well as recommendations based on user preferences and behavior.

- Developing a full-stack platform for activity exploration and parent connection.
- Incorporating features that allow parents to easily discover activities and playmates.
- Promote Child Development Through Engaging Activities.
- The app will leverage OpenAI to provide smart, personalized event recommendations based on users' preferences, location, and the children's age groups. This AI-driven feature aims to increase the relevance and quality of suggestions, improving user satisfaction and engagement.
- Enable Easy Event Cancellation and Modifications

Explore Magic of MiniMates

- Loading Page -- -- Displays the app logo and initializes the user session.
- User Authentication -- -- Secure authentication system for users to sign in and out.
- Profile Management -- -- Users can customize their profile by updating:
 - Activity preferences, Child's age group, Photos, Gender preferences, Location settings

- Main Page & Event Management -- -- Post an Event:

Users can tap the Post button to create an event.

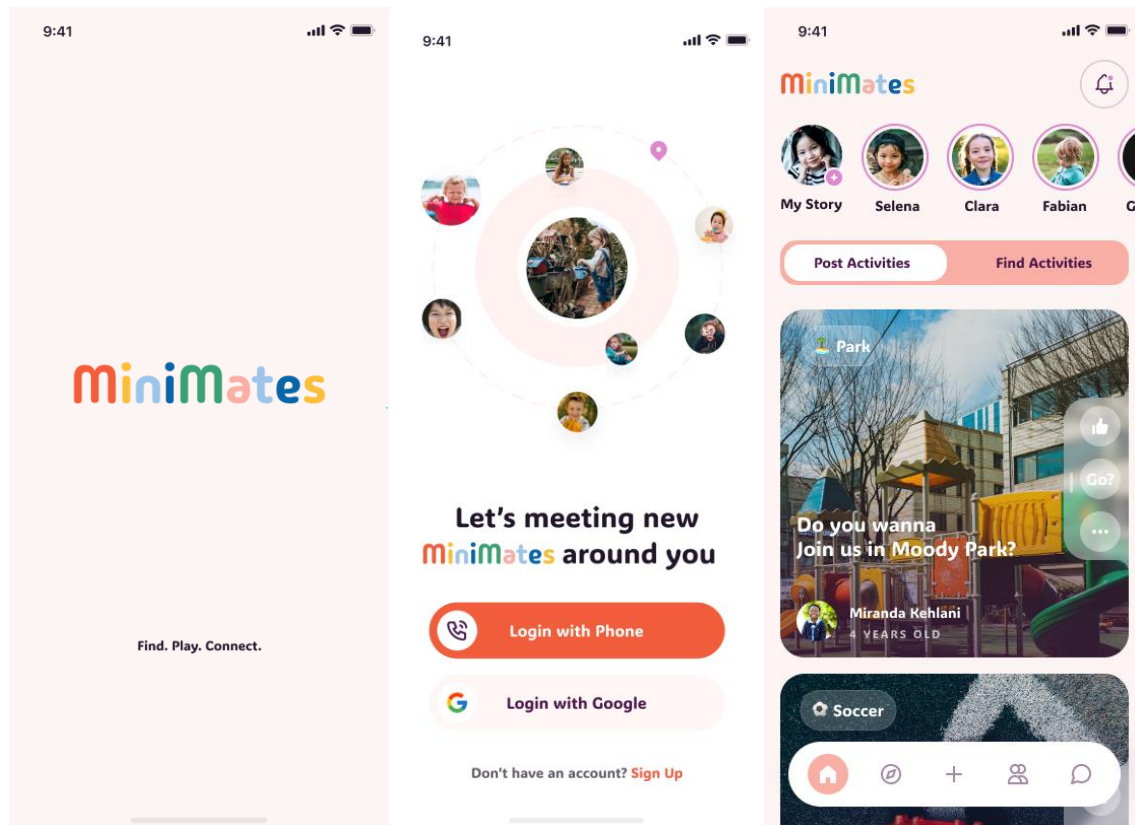
Users can enter event details and confirm with the OK button.

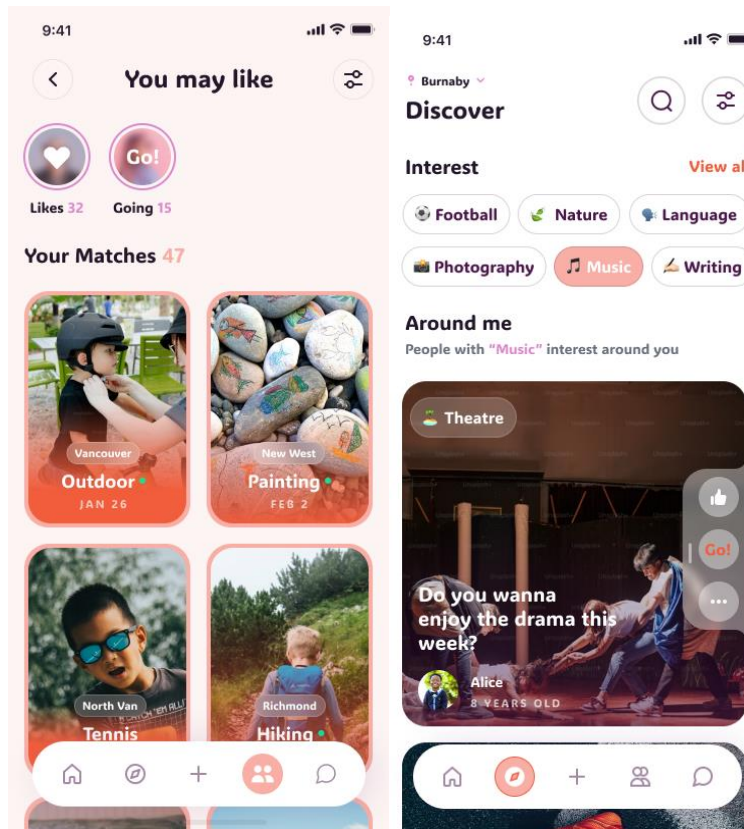
Event is posted and displayed on the app.

Event details include Event picture, View count, "Going" button (toggle feature)

- Event Discovery & Filtering -- -- Find an Event:
Browse through a list of available events.
Use filters to refine search based on: Time, Location, Gender preference
- Smart Event Recommendations -- -- AI-Powered Event Suggestions:
OpenAI generates a personalized event list based on user preferences.
Users can navigate to recommended events and view event details.

Sample Pages





Methodology and Justification

- **Platform Development:** The platform will be developed with a user-centric design to allow easy browsing of activities and venues.
 - Search and Filter Options – Users can filter activities based on location, age group, interests, and availability.
 - Booking System – Parents can schedule and confirm participation in activities.
 - User Profiles – Each parent will have a customizable profile to manage activities.
- **Data Analysis (10%):** A minor portion of the project will focus on analyzing user preferences, activity trends, and use OpenAI to generate feedback to provide personalized recommendations for activities. Understanding user behavior allows for better customization

- **Customized Activities Features:** Parents can propose their own activities and invite other parents to join. Enabling parents to create activities fosters a sense of community and increases platform engagement.

Technologies

- **Operating System/Platform:** macOS
- **Database:** MongoDB
- **Back-End:** Node.js, Express.js

New Technology

- **Front-End:** Flutter
- **Programming Languages:** Dart (flutter for front-end, Node.js for back-end), Python (for any data analysis)

Data Collection Methods

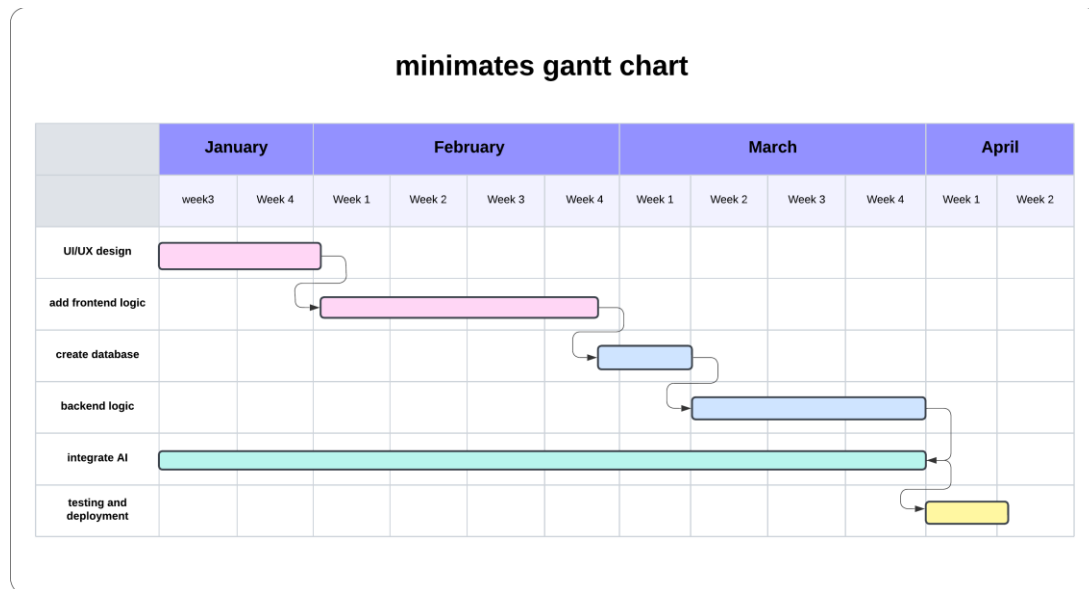
- I will gather data through surveys by creating a questionnaire using Google Forms and analyzing the responses.
- Additionally, I will conduct interviews with parents to gain deeper insights into the playdate app and potential features.
- I will also research social media platforms to understand what parents are looking for in kids' activities.

Expected Results

- A fully functional platform that allows parents to easily search for activities and connect with other parents to arrange playdates. The platform will feature an intuitive user interface with filters to customize activities results based on location, age group, and activity type.

- An AI-powered recommendation engine that personalizes activity suggestions based on user preferences, past bookings, and engagement patterns. This feature will enhance user experience by making relevant recommendations tailored to children's interests.
- Stronger community engagement among parents, fostering meaningful connections through shared activities and playdates. The platform will encourage interaction, making it easier for parents to discover new opportunities that fit their children's needs while connecting with like-minded families.
- Fostering child development by providing access to diverse and enriching activities that promote social and physical growth. By enabling parents to find and organize playdates tailored to their children's developmental needs, the platform will support learning through play and help children build essential life skills.

Project Planning and Timeline



Work Log

Week 02 (Jan 15 – Jan 21)

Date	Number of Hours	Description of work done
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Jan 15, 2025	2	Do research to confirm the technology hardness.
Jan 18, 2025	2	-Finish the draft proposal. -App VI design (color system, logo and slogan.)
Jan 19, 2025	1.5	Draw the Gantt chart.
Jan 20, 2025	3	Write the introduction and the proposal modification.
Jan 21, 2025	5	-UI design draft using Figma. -Made the proposal slides.

Project Contract

Project Title: Minimates– A Playdate Platform for Parents

Course: 4495 Applied Research – Section 001

Date: January 22, 2025

Team Members: Becky Jin (300374335)

Scope & Objectives

This project aims to create an app that helps parents plan playdates, explore activities, and connect with others. Key features include activity search, AI recommendations, booking, and user profiles.

Roles & Responsibilities

Becky Jin, as the sole member of the team, is responsible for the end-to-end design, development, and implementation of the project. This includes conducting initial research, planning the project scope, designing user interfaces, developing the necessary code, performing unit and integration testing, and debugging. She will ensure that the project is completed on time, meets all requirements, and aligns

with the specified goals. Throughout the project lifecycle, Becky will document progress, track milestones, and address any challenges that arise. Additionally, she will meet regularly with her instructor to discuss each phase, present updates, and receive feedback to ensure the project is on track and meets the expected standards.

Timeline

Jan 29: Research & Requirements

Feb 12: System Design

Mar 5: Development

Mar 19: AI & Testing

Apr 2: User Testing

Apr 9: Final Submission

Meetings & Communication

Weekly meetings (Wednesday, 10AM)

Communication via Slack & Email

Disputes resolved in meetings or escalated if needed

Agreement & Signatures

I agree with the above terms and responsibilities.

Name	Signature	Date
Becky Jin	Becky Jin	Jan 22, 2025

References

<https://www.tinytiestogether.com/?srsltid=AfmBOopHHFh44O7fvsY->

[NvQpw8PlkgaN391b08W6u6sUNia3dTrGj6zO](https://www.tinytiestogether.com/?srsltid=AfmBOopHHFh44O7fvsY-NvQpw8PlkgaN391b08W6u6sUNia3dTrGj6zO)

<https://www.myplaydateapp.com/>

<https://www.golfburnaby.ca/search/results?keys=kids>