

## October 26, 2015

### Hackathon Project Brief Intro

The hackathon project is a map app called **\*\*Mapikedia\*\***. It binds people with heterogeneous and enormous amount of data with location and time as interacting with map and particle-animating timeline.

Each particle in the timeline represents a small piece of data related to the nearby location, like

- the story of this place
- the crime rate nearby
- the weather
- the renting
- etc...

Not confined to restaurants and what. And user could contribute their own knowledge to the map. In addition to the above,

- user activities could behave like data labeling and hints for building heuristic algorithm
- taking into account the network externalities: users could interacting with each other
- A new concept model for building the way of interacting for app, which is map based. Since **\*\*map is archetype of way for looking for information for human being\*\***, people feel nature and familiar. Moreover, many services themselves are location based, which also provides support for this idea.

While the concept is there, technical and applicational problems are left unresolved. For example:

- the granularity of the distribution for “small pieces of data”, is this story belongs to place A or B or Both?
- How to design a useful social praise system to promote users, like stack exchange.

- A proper way to explore the nearby
- Cold start and sparse map problem
- **\*\*A app should be able to monopoly a small subset of the market so survive\*\***, then expand. See the similar pattern for Facebook, Telsa, and etc... So if there is one real app with similar concept, what is the starting part in the market? This question is the step for next stage.
- etc...

Too many to enumerate each one.

Anyway, here is the brief summary, I really have to go finish my assignments, which are considerably not easy both in quantity and quality.