

FaceOP

Face-to-face profile matched group meetings

FaceOP is a mobile app for meeting people **offline**. Meetings are orchestrated by matching user profiles. The key concepts include user location and profile description tags which define through matching the exact time, place and participants for a meeting. FaceOP functions as a general *offline meeting platform* while providing possibilities of *meeting your yet unknown soulmates* by profile matching.

Alpha prototype limitations

This prototype is only for alpha testing and is purportedly **very** limited and stripped from features. It basically contains only exact tag matching or just date, time & location based matching for meetings. This limitation is not only justified but mandatory due to the lack of users. For testing purposes this alpha version allows also virtual meetings (*no-location*), because FaceOP doesn't currently have enough users for real located based meetings around the world.

Currently, the meeting "organiser" is the matcher, i.e. the first name in the participants list.

Motivation

This app helps to tackle HOWTO:

☒ **meet new friends offline** ☒ **meet your yet unknown soulmates** ☒ **reduce loneliness**
☒ **find new sport mates** ☒ **find a local hobby group** ☒ **form new offline interest groups**

... and generally ...

☒ **meet a profile matched group of people at your will!**

What makes this app different from other meeting apps?

The motivation for creating this app was that I found the existing offline meeting apps either terrible or totally insufficient for performing profile matched group meetings. I didn't like the idea to answer 100+ questions or to join any groups to be able to meet

people. Also, I found their monetising model unfair and not based on real value provided for the user. The matching algorithm I found from some of the existing services was virtually non-working regarding to the prioritisation and valuation of the most important profile characteristics. Besides that, I didn't want to see all the advertisements and to become a victim of another email spammer.

FaceOP doesn't have:

- any groups to join
- questions to answer to create the profile
- online user communication
- advertisements
- email messaging
- payments for organising a meeting
- your private data; only your meeting profile


FaceOP has:

- profile matched offline meetings with commitment (profile **promise**)
- possibility to meet your "yet unknown soulmates" with profile matching
- "unlimited" meeting places around the globe
- meetings with everybody participating

Key concepts

Address is the exact location information or address necessary for defining the exact meeting place inside the anchor. Address cannot be ambiguous but could be e.g. the web page, name or physical address of a cafeteria or other place suitable for the meeting. Address needs to be written by the person who matched the meeting.

Address field is the text field where the address information needs to be written before matching other than **VIRTUAL** meeting. Address field is located in the **Profile** page just above "**Save your profile**" and "**Return to the map**" buttons.

Anchor  is the place or city marker from the map which you select as your proposed meeting place. Currently the alpha version supports only for one anchor per user at time. Anchor is necessary to be stored within the profile for matching or to be matched for any meeting. In addition to the location name anchor consists of latitude and longitude information. Anchor location isn't itself exact and thus sufficient for the meeting to take place! The exact **address** is also required for the meeting to take place.

Confirm simply confirms your meeting attendance. At this alpha version, the number of confirmations is visible but it doesn't cause meetings to be canceled. At the final version,

the confirmation count could be used to cancel or restrict meetings in both case there are too few or too many participants.

Map is the normal Google Map that features all the markers. One of the place or city markers must be selected as an anchor.

Marker is either the place/city symbol :  or the meeting anchor: 

Match occurs when a user has similar profile criteria with the matcher when matched to a meeting. Match for a real meeting requires at least similar date, time, anchor and tag (#tag description) data to be stored in the user profile. Match for a virtual meeting (not in any location) doesn't require anything else than #VIRTUAL as the tag.

Meeting is the offline meeting happening due to a match. Match always happens at your anchor location and it's based on your profile information. Alpha version supports **only one active meeting in the future!** Other restrictions are very limited in this alpha version, which only limits the minimum number of attendants to four participants.

Organiser for a meeting is the person who has matched the meeting.

Participant is the person being matched and thus promising to participate that matched meeting.

Profile is your saved user data which normally includes your location data (anchor) and tag (#tag description). As your saved profile includes a **promise**, be careful before saving your profile. If you're matched to a meeting due to your saved profile, you cannot match or attend to any other meeting before the meeting takes place! (Future version of FaceOP will allow multiple meetings in the future.)

Promise refers to your saved profile as it implicitly says you're going to participate to a meeting that matched your profile.

Tag (or #tag description) is your written and personal description in your profile that is matched against other users' tags. The tag textfield is located at the top of your **Profile** page. This alpha version supports only exact tag matches because more intelligent matching doesn't make sense when the user base is very limited. (It would require at least thousands of users to take the benefits of more sophisticated regexp or AI based matching.)

VIRTUAL and tag definition #VIRTUAL refers to a matched meeting that doesn't actually occur in any physical place. It is currently available as a tool for testing the matching to overcome the lack of real users.

Alpha (prototype) limitations

#VIRTUAL meetings serve only for testing purpose

confirm

Meeting organisation and agenda

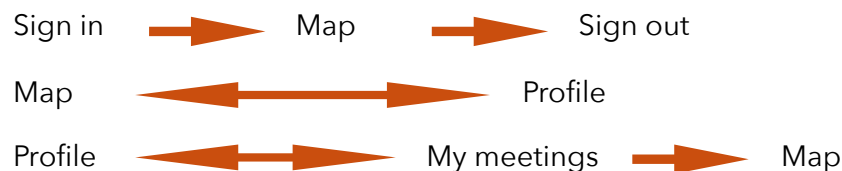
Recognition by e.g. a paper badge signed with FaceOP:<name_of_the_meeting> which is attached visibly to the shirt. Example:



FaceOP:#dogs20:30

Official part of the meetings are short and concise. Basically, the organiser starts the meeting round and every participant has in turn a very limited but equal amount (1-2 minutes) time to introduce themselves. After that, it's free and unofficial socialisation.

Navigation



Main actions

Sign in: Sign in with FaceBook or Google (OAuth)

Map: Set or remove a meeting anchor by clicking a marker, check city marker info, save set anchor data (city, latitude & longitude), sign out. The map navigation works similarly as for normal Google Maps including zooming and traversing.

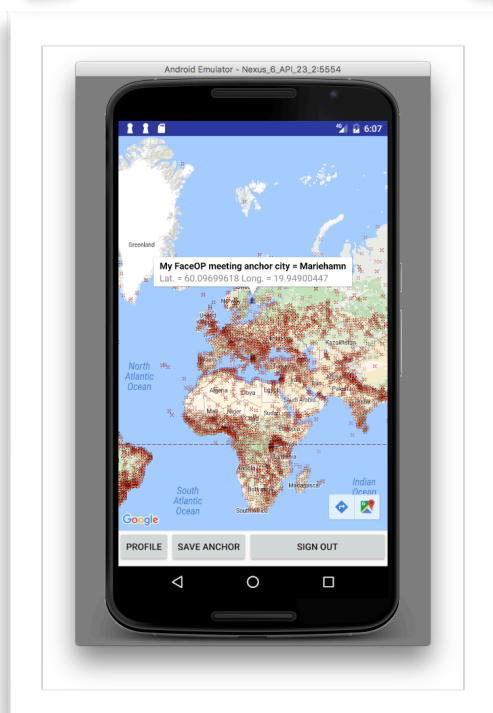
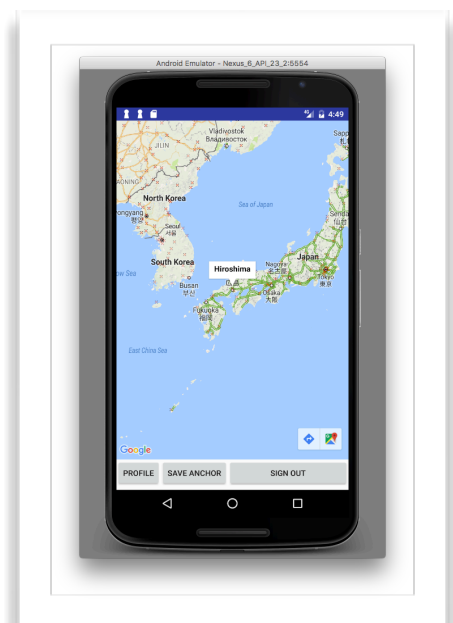
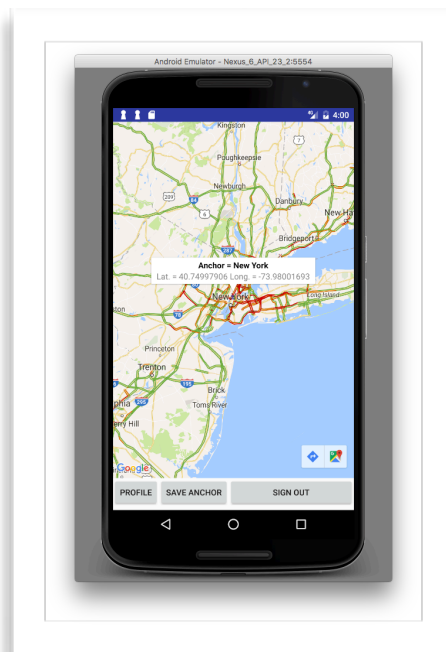
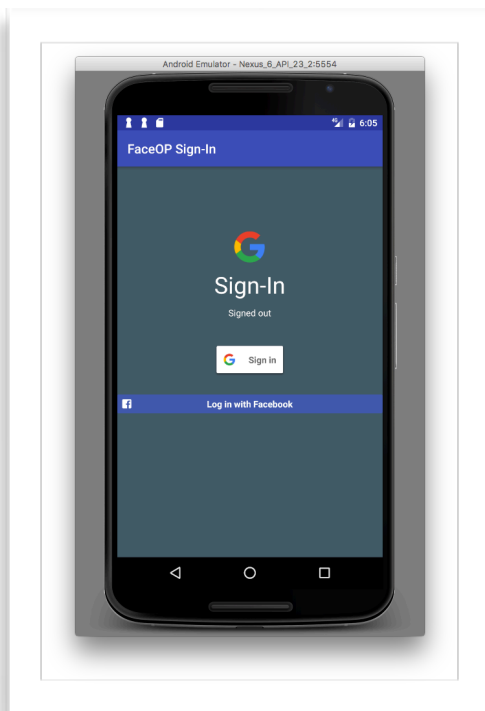
Profile: Match a meeting (based on saved profile data), edit description #tag, edit exact meeting address, set date & time, see your own coming meeting info, save your profile

My meetings: Confirm meeting attendance whether you've matched to that meeting or you've been matched to that meeting by someone else. Your profile information serves also as your promise to participate a meeting if that matches your profile criteria! Promise

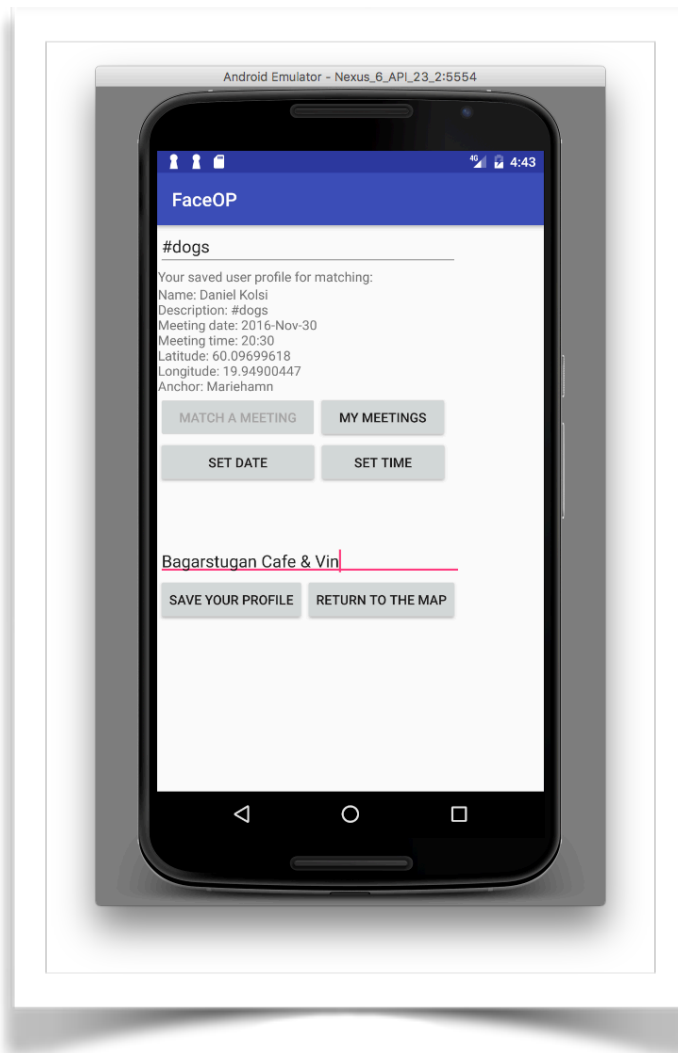
exists even if that hasn't been confirmed. However, meetings will be canceled by default if there are not enough confirmations.

Application screens explained

At the top left corner is the OAuth2 sign-in screen providing login either with existing Google or FaceBook account. Alpha version requires either one of these accounts to enable login to FaceOP. After login, FaceOP translates into the **Map** screen.

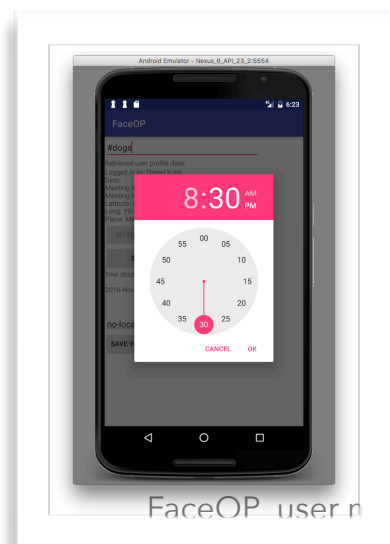
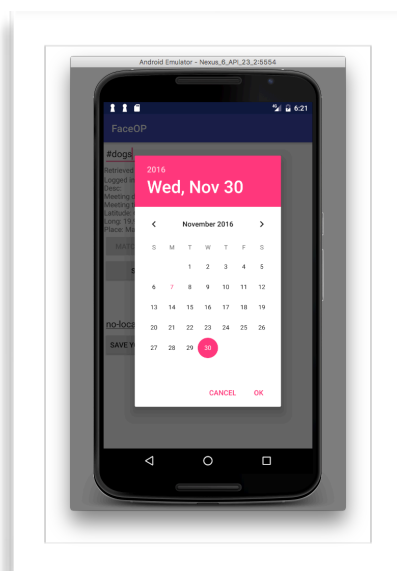


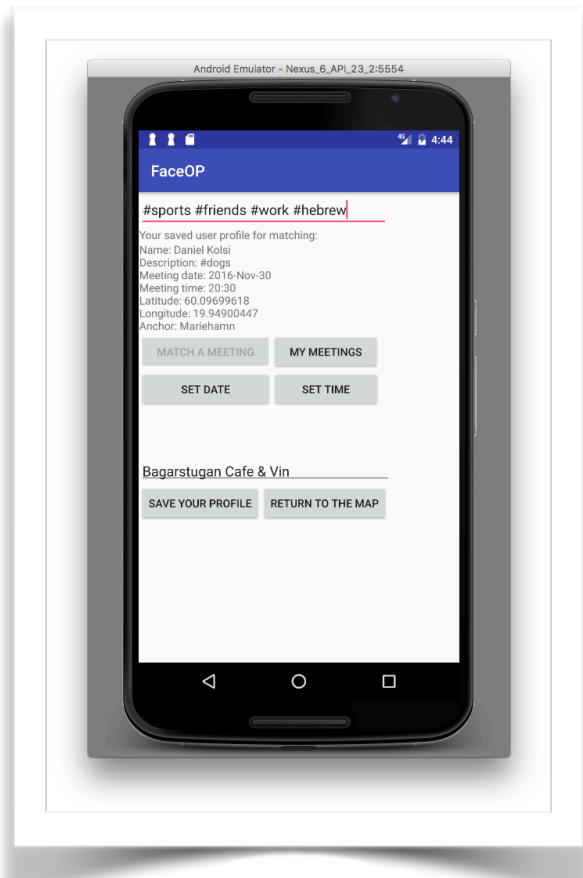
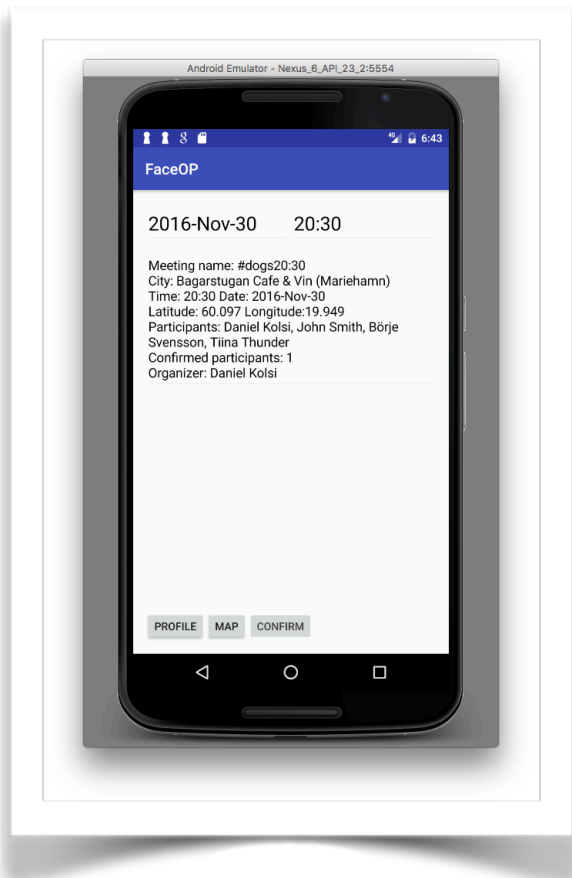
Maps showing multiple markers around the world. Each marker is a possible meeting **anchor**.



Above profile screen showing saved user data retrieved from the database. “Bagarstugan Cafe & Vin” is a user written **address** or in this case merely the name of the place in Mariehamn identifying the exact meeting location.

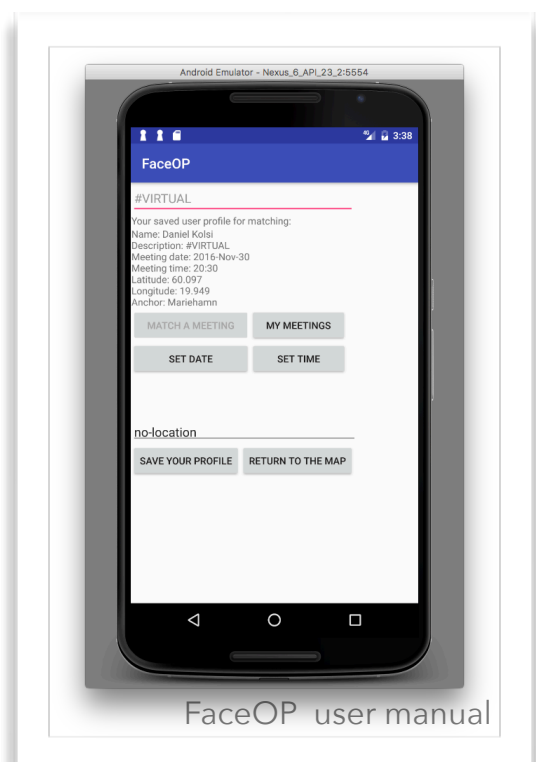
“Set date” and “Set time” action popup windows.





"My Meetings" screens. "**City: Bagarstugan Cafe & Vin (Mariehamn)**" shows the necessary place information for the meeting. This is also called the **address** field. The screen on the right shows multiple tag descriptions for matching.

Profile screen for purportedly testing VIRTUAL meetings.



Known issues

Due to the lack of testing with different real devices, bugs and other issues will surely exist. They'll be fixed as soon as they're found, verified and informed. Especially the user interface is likely to be revamped based on user feedback. All issues can be directly informed at faceop@faceop.com. This app is ongoing constant development and changes. The types of possible issues can be categorised roughly on 1) coding bugs 2) UI issues 3) performance problems 4) database issues and 5) problems with scalability.

Future features

These features are not available at the alpha prototype version of FaceOP. They're however either being designed or in different stage of development process. Even though these features are vital for the final release, at this point their existence would be useless or even harmful because they require a large user base to provide any benefits.

Credits, Transactions & In-App-Purchases

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Flexible meetings and more map interactions

- definable meeting radius (time / km)
- meeting time constraints (10-20min)
- multiple anchors & multiple meetings
- more versatile meeting organising system
- map with information about ongoing and future matched meetings around the world, possibility to participate if a sufficient "real time" profile match

RegExp matching and artificial intelligence (AI)

In the near future releases, the tag (#tag description) concept will be replaced with a more general and sophisticated pattern matching techniques including data mining. This is likely to include some sort of artificial intelligence techniques (heuristics and value functions dealing with the prioritisation of profile data) to find similarities and differences from the user profiles. Users may define the required match percentage to be matched for a meeting. A simple matching "language" will be introduced to perform different set and comparison operations for searching and matching. (Looking for opposites of your profile,

for example, if you're looking for a certain job, you're interested of those who can employ you while employers are looking for suitable workers.)

Augmented reality and gamification

[this is intentionally left blank]

Meeting confirmation and safety issues

Partial anonymity will likely to be allowed for the future confirmation screen. Meeting safety regulations will be used and "trust points" will be issued based on the meeting experience. Prevention mechanisms for using FaceOP for criminal or morally incorrect purposes.

More general meeting platform

Recruiting, finding soul mates, friends, distant relatives, players for you game, hobbies, etc.

Links for additional information

www.facebook.com/gpsmeet

www.faceop.com

Contact: faceop@faceop.com

GitHub: <https://github.com/DanielKolsi/FaceOP>

Sources will be available later.

FaceOP software consulting: consulting.faceop.com

My LinkedIn profile: www.linkedin.com/in/kolsi