BU Computing Programmes 2017-2018

Undergraduate Project Proposal Form

Please refer to the **Project Handbook Section 4** when completing this form

Degree Title:	Student's Name:
Software Engineering	**Derrick Aryeetey Feehi**
	Supervisor's Name: **Deniz Cetinkaya**
	Project Title/Area: **Paperless Solution for Distributing Flyers**

Section 1: Project Overview

1.1. Problem definition - use <u>one sentence</u> to summarise the problem:

Based on observation, students find it quiet hard to advertise any upcoming events in University, the only way is to distribute flyers around and most of these ends up in the bin, its quiet hard as well if the target is to reach as many students as possible.

1.2 Background - please provide brief background information, e.g., client:

Flyers can be labor intensive and costly to produce and distribute especially if the target is large and it's very hard sometimes to connect with the audience. The number of people reached by flyers are very limited, it depends on the amount of flyers you can actually distribute to the audience. The process is quiet long as well, from design, printing and finding the perfect location to reach as many people as possible.

1.2. Aims and objectives – what are the aims and objectives of your project?

This purpose of this project is to create a paperless solution, to prevent users from printing out flyers or brochures and make it easier for students to post any upcoming events and reach as many audience as possible. Lecturers can post any important events (external speaker etc…) and the University can post any important upcoming events. This project will make it much easier for people to connect and make each other aware of any events going on or upcoming events.

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Section 2: Artefact

2.1: What is the artefact that you intend to produce?

I intend to create a mobile application, where students will login with their University email address, then read or post any ongoing or upcoming events (club nights, parties, football matches, university events, external speakers, etc……).

2.2 How is your artefact actionable (i.e., routes to exploitation in the technology domain)?

The app will extend to all android mobile phones except from IOS. Based on research done, not many apps are out there on the market which can solve this issue. This app will be exclusively for BU students, so they can find it easier to reach other students, a way of connecting, meeting new people, making friends as well. A student can post an upcoming football match he wants to organize, others student seeing the post on the app can then decide to participate. This app being restricted to students only, is more reliable as it will reduce the probability of reaching out to complete strangers outside the university who might have bad intentions in mind.

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Section 3: Evaluation

3.1 How are you going to evaluate your work?

This project is a mobile based application which will help students, lecturers share events among each other. Evaluation of the app will be based mostly on the user experience, early release/beta release of the app will be tested by students, where they will give a feedback on the performance of the app. Any feedback received will be then reviewed and all appropriate modification to the app will be applied.

3.2 Why is this project honours worthy?

This project reflects my ability to apply all the knowledge gained from my previous years in this course, programming has been essential throughout the entire course and all the knowledge and skills gained will be going into this project.

3.3 How does this project relate to your degree title outcomes?

This project is mainly software related, and it's also an idea that meets real needs and provides a quality and practical solution to solve it.

3.4 How does your project meet the BCS Undergraduate Project Requirements?

This project solves an ongoing issue, this idea will be creating a paperless solution for distributing/sharing flyers/events to every student.

3.5 What are the risks in this project and how are you going to manage them?

Risk	Lkehood	Effect on Project	Risk Reduction Action
Time Constraint	H	Not able to complete project	Manage time, follow planned schedule
Computer Failure	L	Lose whole project	Make Backup
Not enough students for experiment (participants)	M	Not able to evaluate project properly	Early recruitment, different testing method
Interface might be low quality	M	Project might be of low quality	Continuous interaction with participants

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Section 4: References

4.1 Please provide references if you have used any.

[1] Bizfluent. 2017. The Pros & Cons of Advertising Fliers | Bizfluent. [ONLINE] Available at: https://bizfluent.com/info-7747187-pros-cons-advertising-fliers.html. [Accessed 15 October 2017].

[2] Print City Singapore. 2017. Pros and Cons of Printed Brochures vs. Online Brochures. [ONLINE] Available at: https://www.printcity.com.sg/pros-and-cons-of-printed-brochures-vs-online-brochures/. [Accessed 15 October 2017].

Section 5: Ethics (please delete as appropriate)

5.1 Have you submitted the ethics checklist to your supervisor?   Yes

5.2 Has the checklist been approved by your supervisor?   No

Section 6: Proposed Plan (please attach your Gantt chart below)

Edited by Dr Nan Jiang based on PH Section 4

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