

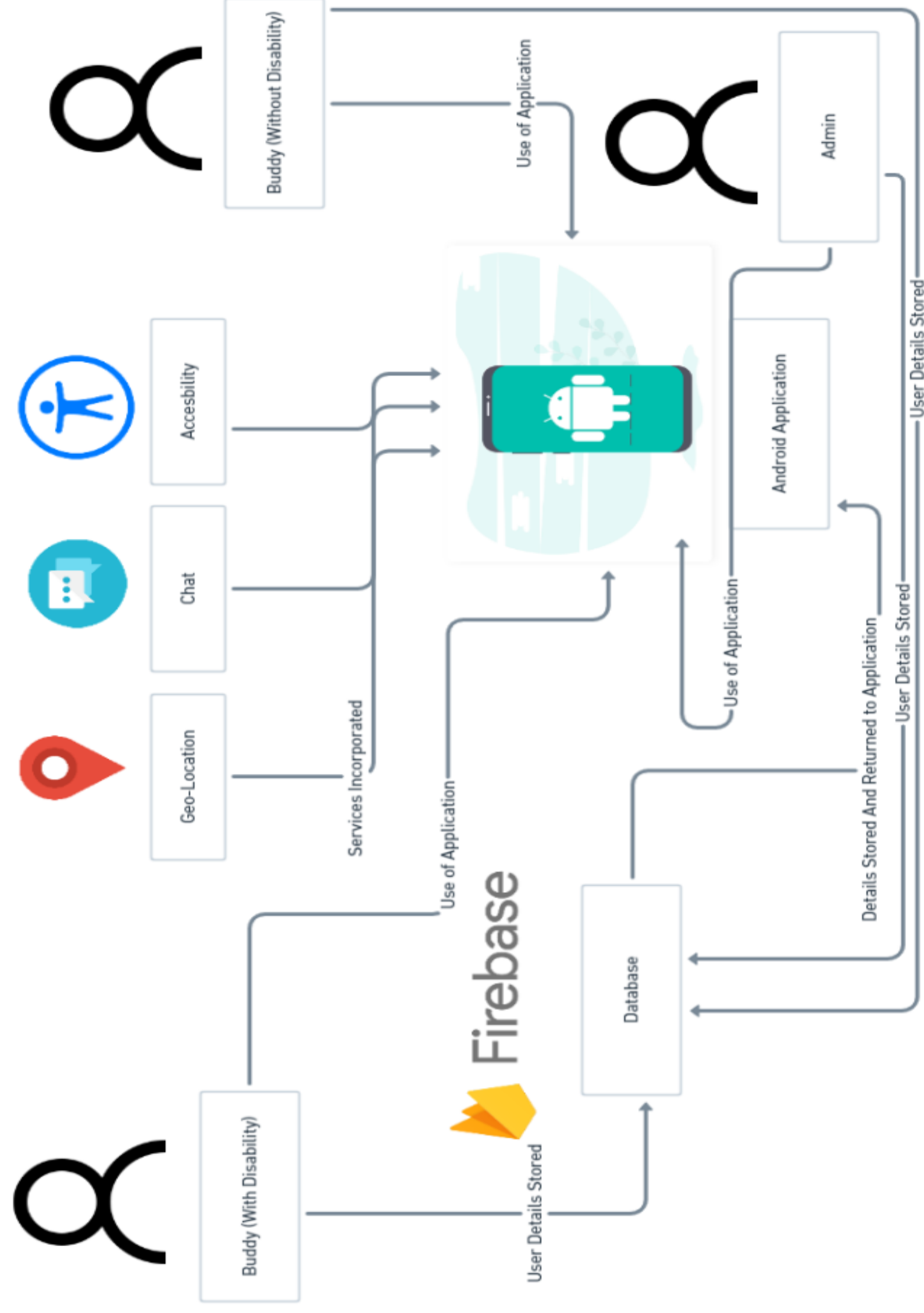
An android mobile application to assist people with various disabilities and to connect them to an online buddy system

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1

Introduction

- The author has looked at the problem of social isolation and loneliness with people with intellectual and physical disabilities and decided to create a mobile application to have a buddy system wherein two parties (Buddies and people with disabilities) could interact and socialize with one another
- The reason for this Project’s development was to assist people with various disabilities (physical and mental) and help them socially interact with people without any disabilities using a real time buddy mobile application



4

Methodology

- Used an Integrated Development Environment
- Used the Agile Methodology to develop this application
- Code the Application in Java
- Used other technologies to incorporate into the project
- Used Internet for researching both tools and technologies and also background research for literature review
- Used Library Resources for technology and literature review research
- Conducted Interviews to gain further insight and taught into the subject of study
- Used Group of 5 people to test the final product and give feedbacks and improvements on it



5

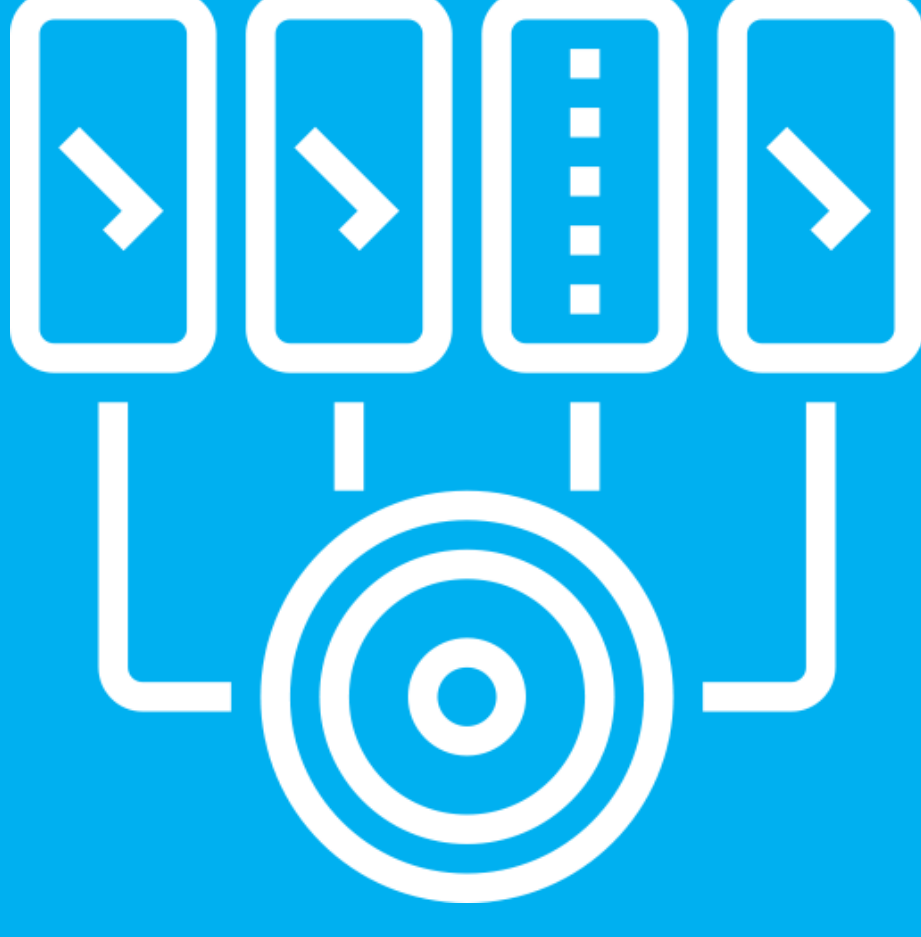
Findings

- Found that the accessibility service is usually linked via a button on the mobile application to the device settings on a phone device
- Found that Geo Location Map is the best way for people with disability to view their buddies closest to them
- Found that there are no specific apps that cater for people with disability to interact with people without any disabilities

2

Aim

The aim is to create an android mobile based application that would help people with disabilities to overcome their solitude and to interact with peers or buddies without much difficulty using a social online platform.



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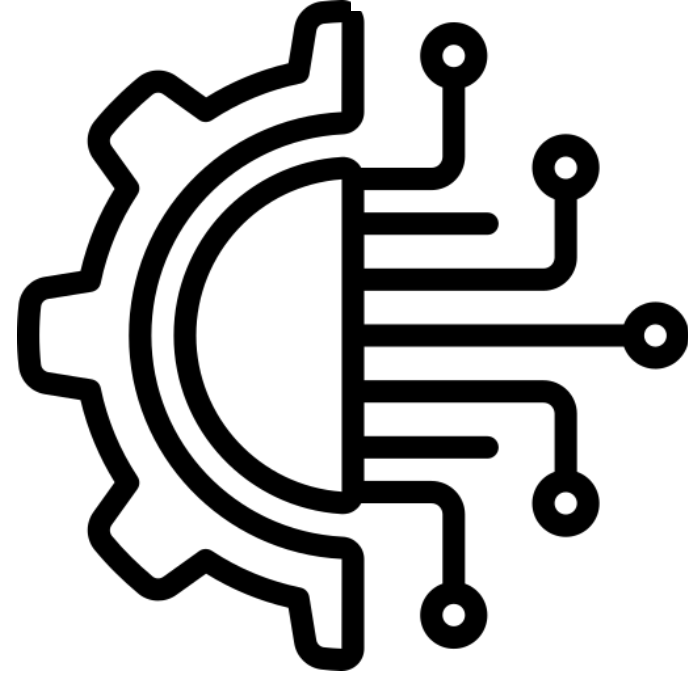
Objectives

- Carry out all the functional requirements as stated in the final year project dissertation
- Find more background and information on the subject of social; loneliness among people with disabilities
- Research tools and technologies that would be used in developing the project
- Learn and gain experience on new technologies that have not previously been used

6

Technologies Used

- Android Studio for the IDE (Integrated Development Environment) to prototype and code my application
- Google Firebase Console to support the database, authentication, chat, and storage of files
- Google Maps API to support the Google Maps implementation of the application



7

Conclusion

- The potential of learning new tools and technology was one of the aims that was achieved during the development of this project
- Understood how an android based mobile applications can help people with disabilities to recover from solitude and loneliness
- Understood the full process on how to build a software application from scratch from the planning stage all the way to the testing and roll-out phase



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