AUCSC 320 Project Summaries
For R. Heise

AUGCAF

Organization: Augustana Food Services (Website)

Position description: In this placement, students will create an Android tablet app to assist with the
ordering of food in the Augustana Cafeteria. The focus will begin with the canned goods in one of the pantries, guiding the users through the pantry and enabling an easy way to record the food that is in low supply. Each of the food items has a "usual amount"
and a "usual supplier" (e.g. Sysco, Gordon Foods, Pepsi-Cola). The goal of the app is to suggest quantities and allow the users to enter how much more is required (and this amount may vary, as a particular menu item might require additional quantities above the usual). Depending on the day of the week (e.g. Monday, Tuesday), the cafeteria orders are placed with particular suppliers. If a required item does not match the supplier of that order date, then the app should allow flexibility for switching suppliers or keeping the item for later order date. Eventually, the goal is to have this app handle several pantry rooms, fridges, and freezers.
The Cafeteria said they could buy a tablet; the tablet-type should be consulted with the students and/or the course instructor.

Student expectations: Students are expected to work with their supervisors to determine the needs and wants that an app would solve and make better. Students are also required to be efficient, determined, and ready to meet with the supervisor when necessary in order to maximize the experience of the placement in the short 3-week block.
Students are expected to also be committed team members and work together to not only have the work done best benefit the supervisor and department but also for the experience offered to each other.

Total hours: 75
Number of placements: 5

AUGFIT

Organization: Augustana Fitness Centre (Website)

Position description: In this placement, students will have the opportunity to develop an Android phone
app that creates a user-friendly experience with the Paramount equipment in the Augustana Fitness Centre. This app would include a video showing how to properly use a piece of equipment, to highlight proper exercise form and increase safety. In addition, this app would allow the personal settings (e.g. seat height, arm tilt, weight) to be saved (and potentially modified) so that users of the fitness equipment may quickly

set up.

Often many of us are intimidated by how to use something we have no knowledge of, and approaching gym staff can be intimidating if they are there and unhelpful if they are away. An app with the video explanations would benefit students and community members by offering an alternative means which allows for independent learning and use of equipment.

Student expectations: Students in this placement are expected to get in contact with their supervisor as soon as possible. Time management, efficiency, and communication will be key to the placement since the 3-week block is shorter in workable project days. Students in this placement should be flexible with partner wishes, able to problem solve, and be committed to the project timeline.

Total hours: 75
Number of placements: 5

AUGSORT

Organization: LAB: Sustainability

Position description: Students in this placement will be working on an app that will familiarize students, staff, and faculty of the proper sorting and disposal of waste into the bins on campus.

Even though there is signage, there are instances where we sometimes aren't too sure what waste product can go where, and if we are to get it wrong then sometimes the whole bag of that sort is contaminated and has to be thrown away. The app students will create will be fun and engaging in order to encourage everyone to try it out and in turn, become better recycling/waste aware.

Student expectations: Students in this placement are expected to get in contact with their supervisor as soon as possible. Time management, efficiency, and communication will be key to the placement since the 3-week block is shorter in workable project days. Students in this placement should be flexible with partner wishes, able to problem solve, and be committed to the project timeline.

Total hours: 75
Number of placements: 5

AUGOPEN

Organization: The Open Door (Website)

Organization mission: The Open Door is a local organization providing a range of services for youth who find themselves at risk including outreach support, supportive housing, counseling, support for adults with FASD, skill development and work experience.

Position description: The Open Door runs youth programming that requires checking-in when someone would like a service that is offered. An app would be developed in order to record who is checking in, at what time, and for what purpose (i.e. mental state, emotional feelings, wanting to be with people or alone).
A tablet would be purchased and mounted at a spot in the Open Door that would allow everyone passing by to sign-in and then have the information sent to the appropriate worker to then come into the space and engage with the individual.
The Open Door has indicated they would buy a tablet for this placement and should consult with the students and/or instructor.

Student expectations: Students in this placement are expected to get in contact with their supervisor as soon as possible. Time management, efficiency, and communication will be key to the placement since the 3-week block is shorter in workable project days. Students in this placement should be flexible with partner wishes, able to problem solve, and be committed to the project timeline.

Total hours: 75
Number of placements: 5

AUGBOOK

Organization: U of A North Campus Bookstore (Website)

Position description: The U of A bookstore at the North Campus deals with hoodie orders. The bookstore would like to see a web-app developed which could solve the needs of the front-end staff who have to record the information to send to the embroider. This would be a web-based app.
The U of A bookstore would hope to have an app which can let the workers plug-in information which allows the workers to enter information about what a student wants on their hoodies such as the location of works
and logos, and what works they want where (e.g. faculty on the chest, name on the sleeve, year graduated on the back, etc..).

Student expectations: Students are expected to work with their supervisor to determine the needs and wants that an app would solve and make better. Students are also required to be efficient, determined, and ready to meet with the supervisor when necessary in order to maximize the experience of the placement in the short 3-week block.
Students are expected to also be committed team members and work together to not only have the work done best benefit the supervisor and department but also for the experience offered to each other.
Students in this placement will be expected to meet through voice chats like Zoom and/or Skype since the supervisor will be located in Edmonton.

Total hours: 75
Number of placements: 5