Ubiquitous Computing Project

Antonis Gkortzis (s2583070) & Mark Hoekstra(s2015366) & Hessel van Apeldoorn(s1881140)

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1 Project Description

For the Ubiquitous Computing course we develop a tracking app for Android. This app tracks the location of the user continuously. It has the following features:

- Show locations you've been to on Google Maps (for the last hour/day/week)

- Mark locations, e.g. the Bernoulliborg being school and the ACLO being sports. The user can then see how much time he/she has spent doing something in a certain place

- Show statistics. Show how many kilometres you've traveled in a certain time, show which places you visited frequently, show the time you've spent there.

- Show weather using an API

The tracking data will be used to make an estimation of the kind of person that is using the tracking app.

- As a classification of the person using our app we will use the following: study (E.g. going to the BernoulliBorg a lot implies CS/AI), sleep pattern (E.g. being active/moving at night means you like to party), important locations (based on the time you are at a location, guess what this location is used for)

- The state of world (both time and place) will aid us in finding the previously named classifications