P 1.1: Project Brainstorm

I.   Project Idea #1:
 a. **Domain**: **Social behavior**, specifically targeting those individuals with social anxiety/stress, loneliness, or poor communication skills.
 b. **Goal**: This project idea aims to reach out and take the initiative to communicate with the user, instead of the user reaching out first. In doing so, some of the underlying psychological avoidant behaviors an individual may possess, such as having trouble talking to other people on a regular basis, might be negated as the subject could find it easier to communicate with a machine instead. This repeated pattern and greater amount of talking with the application/device may bring about confidence for the user to talk to others.
 c. **Obstacle**: From an AI perspective, it's difficult to HOLD a conversation with a person over a period of time. To learn as time progresses and respond effectively is not at all a simple task. In addition, I could imagine how an imperfect hearing by the device would respond with 'I'm sorry, I didn't catch that?', which can throw off an individual wanting to talk to the machine at all, as it's very different from repeating what you just said to a person, who may just ask 'What?', but still understand most of what you said.

II. Project Idea #2:
 a. **Domain**: **Health Concern (Wellness)**. There are many people that suffer from bad habits, such as smoking, binge drinking, even recreational drug use.
 b. **Goal**: This project aims to remind users when not to at the right times. It would not ask you to stop immediately, but first record and learn at what times or with who you generally commit the associated behavior with. It would remind you at those usual times that if you are thinking about the practice, you should probably stay away from the practice. Might want to record days you did or days you didn't.
 c. **Obstacle**: I'd imagine with smoking, it can cause more of a relapse because it's so common and addictive of a practice that any stimulus may bring about wanting to smoke again because of the device. Additionally, I haven't worked out how to record your activities automatically, because so far it seems the user may have to manually enter when they were smoking/drinking/were clean etc.

III. Project Idea #3:
 a. **Domain**: **Career-driving**. Many of us have a drive or goal in life that we want to follow and achieve, but we also have so much work to do on a daily basis that keeps us focused on completing today, today, and looking forward to tomorrow, tomorrow.
 b. **Goal**: This project looks into collecting the information (such as articles) you search through, and then recommend similar or more advanced resources that it thinks you could benefit from in the long run.
 c. **Obstacle**: We won't know how frequent the user wants articles to pop up on their screen, but we can save them into a list if they want to check it later. Actually, I can't think of many obstacles. I even considered the dissimilarity of articles proposed to interest, but that can be corrected by taking note of whether the article was clicked or not. In that case, we could add a timer to see how long the user was on that page before they switched away from it. If it fits under the person's interest, even if they are procrastinating from work and switching to reading something that's not relevant to say their coursework, this is still beneficial for them. One thing that could throw off the data collection may be clicking on articles/links that they have to do for work but aren't interested in.