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Abstract

Have you ever wanted to experience a full and meaningful life? Have you wanted to expand your own abilities but have been unsure or unmotivated to do anything? Read on.

Life

There is so much to do

# Rationale

Ever since the days of Hunter Gatherer, all through to the Industrial Revolution humans have experienced stress, however it is only in recent ages that the levels of depression amongst humans seems to have manifested or been made note of.

One of the possible contributing factors for this rise is one of the driving purposes behind this project, that being ‘back in the day’ people had something they could always be doing which had a purpose. For example if you weren’t working, or farming, or achieving something with purpose (even if its sole purpose was to earn money), then you and your family would probably go hungry.

In more recent ages with welfare, automation and other reasons for less work have contributed to a feeling of purposeless in the population. This program is being created to attempt to fill this void by providing something purposeful to do at any time of the day. Ideally it will also be adaptive to time, personal ability and interests and any other factors.

## Features and Benefits

The following are some of the key areas I want my program to cover:

* Scheduling Control
* Simple Event addition controls
* Reminders
* Suggested tasks and events (either optional or direct based on preference)
* Interesting/user friendly design (cool computer look maybe)
* Friend circle features + planning design
* Adaptive planning for if specific activities go overtime or short
* Adaptive planning for the user
* Links to google maps for traffic information
* Links to google/tutorial websites for instructions or tips on some tasks
* Task or Achievement tracking system to keep record of accomplishments and reminders of progress
* Proof acceptance of achievements/tasks complete (photo records, gps coordinates etc)
* Promoting social contact by organising/suggesting comfortable group activities
* Suggest some similar but branching interests occasionally (e.g. wood working, pool playing etc hobbies to test for interest)
* Personal goal setting to tailor scheduling (e.g. category for daily routines, one for work routines, a category for helping people apply for jobs, or to help them exercise, or to get them to do paperwork)
* Variety of activities/tasks (chores, work, study (mental), play, relax) with equipment lists/sources (could ensure pre-planned week to acquire materials)

## Possible Issues

As with any new product, or different version of an existing product, there are certain moral or ethical issues that may arise. The following are some I can think of:

* Over-dependence on program for life
* Diminishing returns of reward if too frequent, or loss of interest if too hard
* Either doesn’t include risky tasks so could be boring, or does and that could lead to issues
* User privacy and information security

# Design

The program is initially to be written in Python using Tkinter, the default GUI library. A Model-View-Controller architecture is to be applied allowing modulated construction and testing as well as an adaptive output to allow changes further into the design process.

Controller – The overall input control class, this is the users point of call, and it sends commands to the other components

Model – How does the program work, the data or logic behind the scenes.

View – How it looks or is displayed.