

OverHUST

Explore the campus with street view.

[DOWNLOAD THE APP](#)

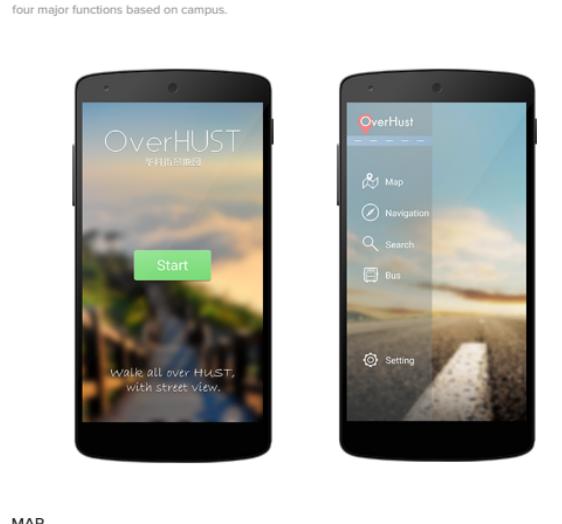
Background

OverHUST was derived in 2013 "UT-STARCOM Seed Cup" Mobile App Developing Competition. With the topic "A Better Life on Campus" of the competition, we attempted to build an app that allows users to navigate in street view map on campus. The project aims to help the freshmen or other students and staff who are not familiar with the campus to find their destinations. After two-month development, our team got in the finals and won the First Prize out of more than 50 teams.

The Problem

Huazhong University of Science & Technology (HUST) is among the largest universities in China. The area of HUST is about 5,333 square kilometers. When I first came to my university, I found that the campus was so large that it took me a long time to get familiar with the campus. In fact, after I spent one year on living in Apartment 16, Yunyuan, I even could not easily find the Apartment 15, Yunyuan.

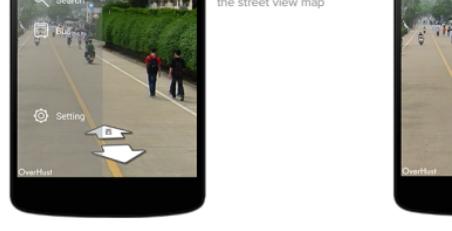
To justify the problem stated above, we asked a group of students who lived on campus for less than one year about how they get to the buildings they have never been to. Many of them claimed that they were usually confused about the structure of the buildings on campus and it often took a significant amount of time for them to find out the buildings. When they got lost, they would use map apps to navigate. However, the apps like Google Maps, Baidu Maps did not provide much detailed information about buildings on campus since they mainly focus on the streets in cities. These products could not always satisfy students' need.



The map of HUST and its confusing building structure

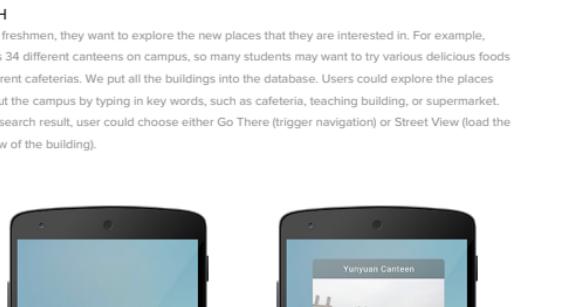
Designing the Problem-solving Features

We took advantage of street view map SDK from Tencent Maps and developed an app featured with four major functions based on campus.



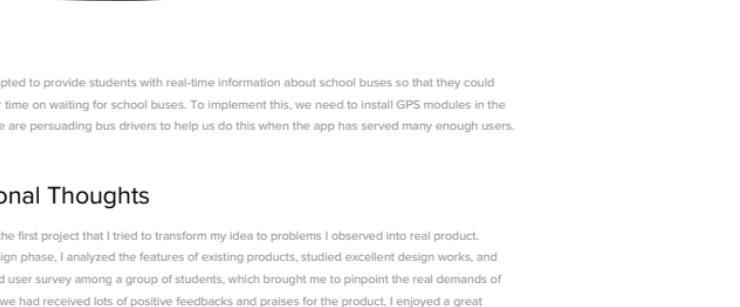
MAP

We pulled the data from the SDK and recalculate the geographic coordinates of each position throughout the campus. When users enter the function MAP, the app will pinpoint their current locations and load the corresponding street view. The function allows users to walk over the campus without going out in person.



NAVIGATION

Since the original map data from SDK does not include navigation service, we designed an algorithm that enables the navigation between any two buildings on campus. The app will guide people to the buildings based on street view map. People no longer need to look at those confusing traditional map from vertical view, greatly improving the efficiency of finding out their destinations.



SEARCH

For many freshmen, they want to explore the new places that they are interested in. For example, HUST has 34 different canteens on campus, so many students may want to try various delicious foods from different cafeteria. We put all the buildings into the database. Users could explore the places throughout the campus by typing in key words, such as cafeteria, teaching building, or supermarket. For each search result, user could choose either Go There (trigger navigation) or Street View (load the street view of the building).



BUS

We attempted to provide students with real-time information about school buses so that they could save their time on waiting for school buses. To implement this, we need to install GPS modules in the buses. We are persuading bus drivers to help us do this when the app has served many enough users.

Personal Thoughts

This was the first project that I tried to transform my idea to problems I observed into real product. In the design phase, I analyzed the features of existing products, studied excellent design works, and conducted user survey among a group of students, which brought me to pinpoint the real demands of users. As we had received lots of positive feedbacks and praises for the product, I enjoyed a great sense of accomplishments that what I designed had improved people's lives throughout the campus.

Our team won the 1st Prize in 2013 UT-STARCOM Seed Cup Mobile App Developing Competition

Project Details

MY ROLE

Designer

DURATION

October, 2013 - February, 2014

TEAMMATES

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