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2. Project Title
   Thai _____

   English  myDose

3. Advisor Asst. Prof. Dr. Chakarida Nukoolkit
            Signature_____ Approved

   Co-advisor (if any) _____

            Signature_____ Approved

4. Background
   Currently, social media is a part of our life. According to statistics, 49 million people (~71% of Thai people) have social media account and average screen time on social medias are more than 3 hours per day.

   So, myDose is a application for high school students that recommend activities according to their study goal, help them to developing their future path and stay away from non-productive apps on free time.

5. Objectives
   - To let high school students understand and know about their interest faculties.
   - To let high school students develop themselves based on their interest faculties
   - To let high school students find their own goal.

6. Scope

6.1) Recommendation System

    6.1.1) Preference Build

        6.1.1.1) MBTI

        6.1.1.2) Interests

        6.1.1.3) Hobbies

        6.1.1.4) Top 3 Faculties

        6.1.1.5) Intension

        6.1.1.6) Personal Profile

    6.1.2) Recommend Activities

        6.1.2.1) Relation Data (Paper/Research)
           6.1.2.1.1) Faculty + Personality
           6.1.2.1.2) Faculty + Activity
           6.1.2.1.3) Personality + Activity
           6.1.2.1.4) Activity + Intension
           6.1.2.1.5) Activity + Interest
           6.1.2.1.6) Activity + Hobby

        6.1.2.2) Collecting Data
           6.1.2.2.1) Creating Survey
           6.1.2.2.2) Survey (v.)
               6.1.2.2.2.1) University Set
               6.1.2.2.2.2) High School Set

        6.1.2.3) Build Model
           6.1.2.3.1) Clean Data
           6.1.2.3.2) Analyze
           6.1.2.3.3) Build Model
           6.1.2.3.4) Validate Model (Testing)
    6.1.3) Validate Activities

6.1.3.1) Find Weight (YES/LATER/CHANGE)

    6.1.3.1.1) Mission
    6.1.3.1.2) Random Facts (Question Improving Weight)

6.1.3.2) Calculate New Weight

6.1.3.3) Assign Weight to User Perefereance

## 6.2) Profile

### 6.2.1) Record

    6.2.1.1) Achievement
    6.2.1.2) Finished Missions

### 6.2.2) Visualized Personality (Star Plot)

### 6.2.3) Goal Tree/fail effect, colors of faculty

## 6.3) General Features

### 6.3.1) Register

### 6.3.2) Login/Logout

### 6.3.3) Share

### 6.3.4) Screen Time API

## 7. Expected Benefits

- Cutting down screen time of non-productive apps. (i.e. Facebook, Twitter, Instagram, Tiktok, Tinder, etc.)

- High school students can develop themselves according to their goal.

- Developed Growth Mindset in high school students.

## 8. References (if any)

- 16 Personalities (MBTI) (https://www.16personalities.com)
- Forest App : (https://www.forestapp.cc)
- Fabulous App : (https://www.thefabulous.co)
- Hook model (https://techsauce.co/tech-and-biz/4-steps-of-hook-to-design-engaging-product)
- Feed back loop (https://www.youtube.com/watch?v=H4kbJObhcHw)
- Screen time API  (https://screentimeapi.com/screen-time-api)

9. Equipment and Software Required (with estimated cost)
   - GCP (estimated cost: Free up to $11,000)