## Stakeholder analysis

We have the following stakeholders:

* Roskilde City – nearby supermarkets
* Roskilde Festival
* Attendants – users
* Artists
* Food stalls
* Public transportation?
* Current solutions

The stakeholders are now inserted in a stakeholders diagram. This diagram evaluates the stakeholders in two categories. The influence they have on the program and its design, and the

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| --- | --- | --- |
| Stakeholders analysis diagram | Low importance | High importance |
| High influence | **Hostage**  Artist and record companies  Roskilde city and supermarkets  Food stalls | **Resource thingy**  Attendants |
| Low influence | **Extern**  Roskilde Festival | **Grey eminence**  Current solutions |

**Attendants:** is the users and we need to take their opinions on certain matters and make them to reality. The user interface, if they want an app for this.

**Artists and record companies:** If users take the apps advice to heart and go to the concerts the app recommends, this could change the audients for their gig. Even though these are afflicted by the application, they don’t have a thing to say on how the app is going to work. We can’t promote a certain gig for money, we want the app to stay true, and recommend what we think is the best for the user.

**Food Stalls:** These will feel a difference, if the program can change the current flow of costumers. This can cause the food stalls to be overpopulated, or underpopulated then what they are used to. This will only have an influence at start. Otherwise, we can give the data, that we collect from the application, to Roskilde festival. This will give them an insight to where people will be.

**Roskilde city and supermarkets:**

**Roskilde Festival:** We are able to get the data without the help of Roskilde Festival, but if this app make it to, let’s say 10% of the users, Roskilde Festival will want to know how the app is working. Furthermore, they could be interested in the data that we create from the app, if it changes the flow of costumers, or the costumer’s preferences for food or music.